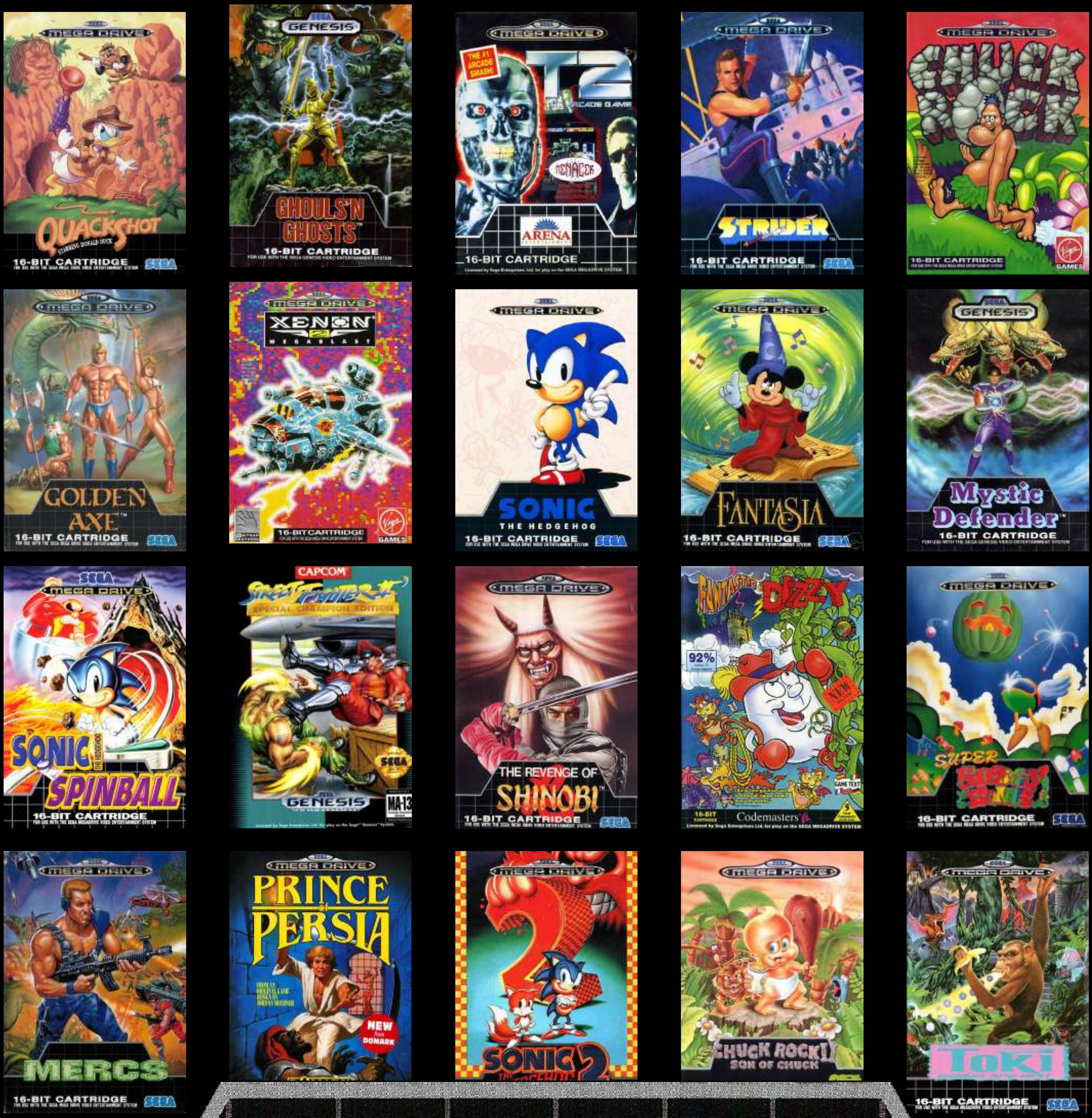
SEGA
MEGA DRIVE


QuackShot
Ghouls'n Ghosts
T2
Strider
Chuck Rock
Golden Axe
Xenon 2 Megablast
Sonic the Hedgehog
Fantasia
Mystic Defender
Sonic Spinball
Street Fighter II' Special Champion Edition
The Revenge of Shinobi
Fantastic Dizzy
Super Fantasy Zone
Mercs
Prince of Persia
Sonic 2
Chuck Rock II Son of Chuck
Toki

THE MEGA DRIVE ENCYCLOPEDIA

16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM

SEGA

DaddaRuleKonge

This is book is made for people who collect for or are interested in the Mega Drive/Genesis. I made this book cause` I like to catalog and categorize stuff, and to learn more about the system.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the "Reference Guide" page. Find a site that you like and give them some spending money.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com. The book is free, and I hope the information and pictures I use comes under free-use.

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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Sega Mega Drive

This is a short wikipedia introduction for the Sega Mega Drive/Genesis.

The Genesis was Sega's third console and the successor to the Master System.

In the early 1980s, Sega Enterprises, Inc., then a subsidiary of Gulf & Western, was one of the top five arcade game manufacturers active in the United States, as company revenues rose to $214 million. A downturn in the arcade business starting in 1982 seriously hurt the company, leading Gulf & Western to sell its North American arcade manufacturing organization and the licensing rights for its arcade games to Bally Manufacturing. The company retained Sega's North American R&D operation, as well as its Japanese subsidiary, Sega of Japan. With its arcade business in decline, Gulf & Western executives turned to Sega of Japan's president, Hayao Nakayama, for advice on how to proceed. Nakayama advocated that the company leverage its hardware expertise gained through years working in the arcade industry to move into the home console market in Japan, which was in its infancy at the time.

Nakayama received permission to proceed with this project, leading to the release of Sega's first home video game system, the SG-1000, in July 1983. The SG-1000 was not successful, and was replaced by the Sega Mark III within two years. In the meantime, Gulf & Western began to divest itself of its non-core businesses after the death of company founder Charles Bluhdorn, so Nakayama and former Sega CEO David Rosen arranged a management buyout of the Japanese subsidiary in 1984 with financial backing from CSK Corporation, a prominent Japanese software company. Nakayama was then installed as CEO of the new Sega Enterprises, Ltd.

In 1986, Sega redesigned the Mark III for release in North America as the Sega Master System. This was followed by a European release the next year. Although the Master System was a success in Europe, and later also Brazil, it failed to ignite significant interest in the Japanese or North American markets, which, by the mid-to-late 1980s, were both dominated by Nintendo. With Sega continuing to have difficulty penetrating the home market, Sega's console R&D team, led by Masami Ishikawa and supervised by Hideki Sato, began work on a successor to the Master System almost immediately after that console launched.

In 1987, Sega faced another threat to its console business when Japanese computer giant NEC released the PC Engine amid great publicity. To remain competitive against the two more established consumer electronics companies, Ishikawa and his team decided they needed to incorporate a 16-bit microprocessor into their new system to make an impact in the marketplace and once again turned to Sega's strengths in the arcade industry to adapt the successful Sega System 16 arcade board into a home console architecture. The decision to use a Motorola 68000 as the system's main CPU was made late in development, while a Zilog Z80 was used as a secondary CPU to handle the sound due to fears that the load to the main CPU would be too great if it handled both the visuals and the audio.

First announced in June 1988 in Beep!, a Japanese gaming magazine, the developing console was referred to as the "Mark V," but Sega management felt the need for a stronger name. After reviewing more than 300 proposals, the company settled on "Mega Drive." In North America, the name of the console was changed to "Genesis." The reason for this change is not known, but it may have been due to a trademark dispute.

Launch

Sega released the Mega Drive in Japan on October 29, 1988, though the launch was overshadowed by Nintendo's release of Super Mario Bros. 3 a week earlier. Positive coverage from magazines Famitsu and Beep! helped to establish a following, but Sega only managed to ship 400,000 units in the first year. In order to increase sales, Sega released various peripherals and games, including an online banking system and answering machine called the Sega Mega Anser. Nevertheless, the Mega Drive was unable to overtake the venerable Famicom and remained a distant third in Japan behind Nintendo's Super Famicom and NEC's PC Engine throughout the 16-bit era.

Sega announced a North American release date for the system on January 9, 1989. At the time, Sega did not possess a North American sales and marketing organization and was distributing its Master System through Tonka. Dissatisfied with Tonka's performance, Sega looked for a new partner to market the Genesis in North America and offered the rights to Atari Corporation, which did not yet have a 16-bit system. David Rosen made the proposal to Atari CEO Jack Tramiel and the president of Atari's Entertainment Electronics Division, Michael Katz. Tramiel declined to acquire the new console, deeming it too expensive, and instead opted to focus on the Atari ST. Sega decided to launch the console through its own Sega of America subsidiary, which executed a limited launch on August 14, 1989, in New York City and Los Angeles. The Sega Genesis was released in the rest of North America later that year.

Sega was able to outsell Nintendo four Christmas seasons in a row due to the Genesis' head start, a lower price point, and a larger library of games when compared to the Super Nintendo at its release. Sega had ten games for every game on SNES, and while the SNES had an exclusive version of Final Fight, one of Sega's internal development teams created Streets of Rage, which had bigger levels, tougher enemies, and a well-regarded soundtrack. ASCII Entertainment reported in spring 1993 that Genesis had 250 titles versus 75 for Super Nintendo, but limited shelf space meant that stores typically offered 100 Genesis and 50 Super Nintendo titles. The NES was still the leader, with 300 titles and 100 on shelves.

Sega's advertising positioned the Genesis as the cooler console, and as its advertising evolved, the company coined the term "blast processing" (the origin of which is an obscure programming trick on the console's graphics hardware) to suggest that the processing capabilities of the Genesis were far greater than those of the SNES. A Sony focus group found that teenage boys would not admit to owning a SNES rather than a Genesis. With the Genesis often outselling the SNES at a ratio of 2:1, Nintendo and Sega both focused heavily on impression management of the market, even going to the point of deception, with Nintendo claiming they had sold more consoles in 1991 than they actually had, and forecasting they would sell 6 million consoles by the end of 1992, while their actual U.S. install base at the end of 1992 was only just more than 4 million units. Due to these tactics, it was difficult to ascertain a clear leader in market share for several years at a time, with Nintendo's dollar share of the U.S. 16-bit market dipping down from 60% at the end of 1992 to 37% at the end of 1993, Sega claiming 55% of all 16-bit hardware sales during 1994, and Donkey Kong Country helping the SNES to outsell the Genesis from 1995 through 1997. According to a 2004 study of NPD sales data that presents year by year charts through 2001, the Sega Genesis was able to maintain its lead over the Super NES in the American 16-bit console market. However, according to a 2014 Wedbush Securities report based on revised NPD sales data, the SNES ultimately outsold the Genesis in the U.S. market.

Sega sold 30.75 million Genesis units worldwide. Of these, 3.58 million were sold in Japan, while sales in Europe and the U.S. are roughly estimated at 8 million and 18 million as of June 1997 (at which time Sega was no longer manufacturing the system) respectively. In 1998, Sega licensed the Genesis to Majesco in North America so that it could rerelease the console. Majesco began reselling millions of formerly unsold cartridges at a budget price, together with 150,000 units of the second model of the Genesis. It later released the Sega Genesis 3, projecting to sell 1.5 million units of the console by the end of 1998. In addition, an estimated 3 million Genesis units were sold by Tec Toy in Brazil.

32-bit era and beyond

In order to extend the life of the Genesis, Sega released two add-ons to increase the capabilities of the system: a CD-based peripheral known as the Sega CD (Mega-CD outside North America), as well as a 32-bit peripheral known as the Sega 32X. 2.24 million Sega CD units were sold worldwide, while an estimated 665,000 32X units were sold by the end of 1994.

If you want to read more on the Sega CD and 32x, please download "the Sega CD/32X Encyclopedia Book". on itch.com.

CONTENT

Sega Mega Drive 4

You are Here 6

Reference Guide 8

Mega Drive Games 10

- A 28
- B 50
- C 24
- D 72
- E 92
- F 99
- G 114
- H 127
- I 136
- J 141
- K 153
- L 159
- M 167
- N 191
- O 205
- P 210
- Q 230
- R 231
- S 246
- T 288
- U 312
- V 316
- W 322
- X 338
- Y 340
- Z 342

MegaNet 346

Sega Channel 353

Game Compilations 357

Unlicensed Games 84

Console Variations 414

Controllers 424

Accessories 442

Checklists 456

It's not even close. The massive Sega™ Genesis™ library is an insane line-up of more than 150 titles. Compared to . . . well, you get the picture. But we're not just talking numbers here. Genesis is going off with unreal new games like Sonic the Hedgehog,™ Spider-Man,© ToeJam and Earl,™ Golden Axe II™ and Joe Montana II Sports Talk Football.™ Any one of these would be enough to blister your thumbs for weeks. So for the best selection of arcade games, action/adventure, role playing, sports, you name it, check out the Genesis library. Nothing else stacks up.

SONIC THE HEDGEHOG

SEGA GENESIS

It's a whole lot more.

The other guys just don't stack up.

HIGH DEFINITION GRAPHICS
SEGA GENESIS
CYBERBA
FLICKY
ABRAMS · BATT
Herzog
AFTER
NHL
SONIC THE HEDGEHOG
SPORTS TALK FOOTBALL
ToeJam & Earl
STREETS OF RAGE
SPIDER-MAN
QUACKSHOT
MARIO LEMIEUX HOCKEY
DICK TRACY
PGA TOUR
PHANTASY STAR III
SHADOW DANCER
BASKETBALL
CASTLE OF ILLUSION STARRING MICKEY MOUSE
BOXING
OutRun
Shining in the Darkness
MERCS
GOLDEN AXE
PAC-MANIA
Super Monaco GP
ALIEN STORM
Joe Montana FOOTBALL
SUPER VOLLEYBALL
ROAD BLASTERS
SIMCITY
FINAL FIGHT
SUPER NINTENDO

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Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

SegaRetro

“Welcome to Sega Retro, a project from the people behind Sonic Retro. We aim to cover everything possible about Sega from the 1940s to today. We currently are working on 10,167 articles and have many more that are requested to be worked on.”

•Used for info (mainly accessories and controllers), and pictures.

The biggest site regarding collecting for the different Sega consoles. The site include maybe the most trustworthy information on the different systems. It also include alot information on everything Sega. A very good site for collectors to visit.

http://segaretro.org/

Scanlines16

“≡≡≡≡”For all of you, scanlines lovers.≡≡≡≡”

•Used for some pictures.

A great blog of some sorts that detail alot of information on different unlicences games on different systems. Recommended.

http://scanlines16.com/en/

RarityGuide

“Digital Press is dedicated to the “Pac-rats” among video gamers... those with short attention spans, library-sized collections, and consoles precariously wired in a web-like fashion. Check around - we cover just about everything “retro” including Atari, Nintendo, SEGA, as well as all of the other consoles, both new and old.”

•Used for rarity info.

A huge database revolving on rarity lists for different consoles.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

- Used for most pictures and the review score.

A great webiste regarding many of games released with loads of information, faqs and pictures.

http://www.gamefaqs.com/

NeoFuji

"I've launched my new site/blog/thing today at supermulti.org - basically it's going to be Neo Fuji 2.0 and you should totally go and check it out!
This site is just going to serve as an archive from now on (I never used it since I started Handheld Underground anyway, and parts of it are getting a bit outdated/unwieldy) but hopefully I'll see you all over there!"

- Used for some pictures.

A blog on video game, mostly unlicenced.

http://fuji.drillspirits.net/

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

- Used for info and information.

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

Emuparadise

"Looking for video games? You've come to the right place! You will find hundreds of thousands of roms, isos and games here."

- Used for some pictures.

A giant site for emulators and Roms.

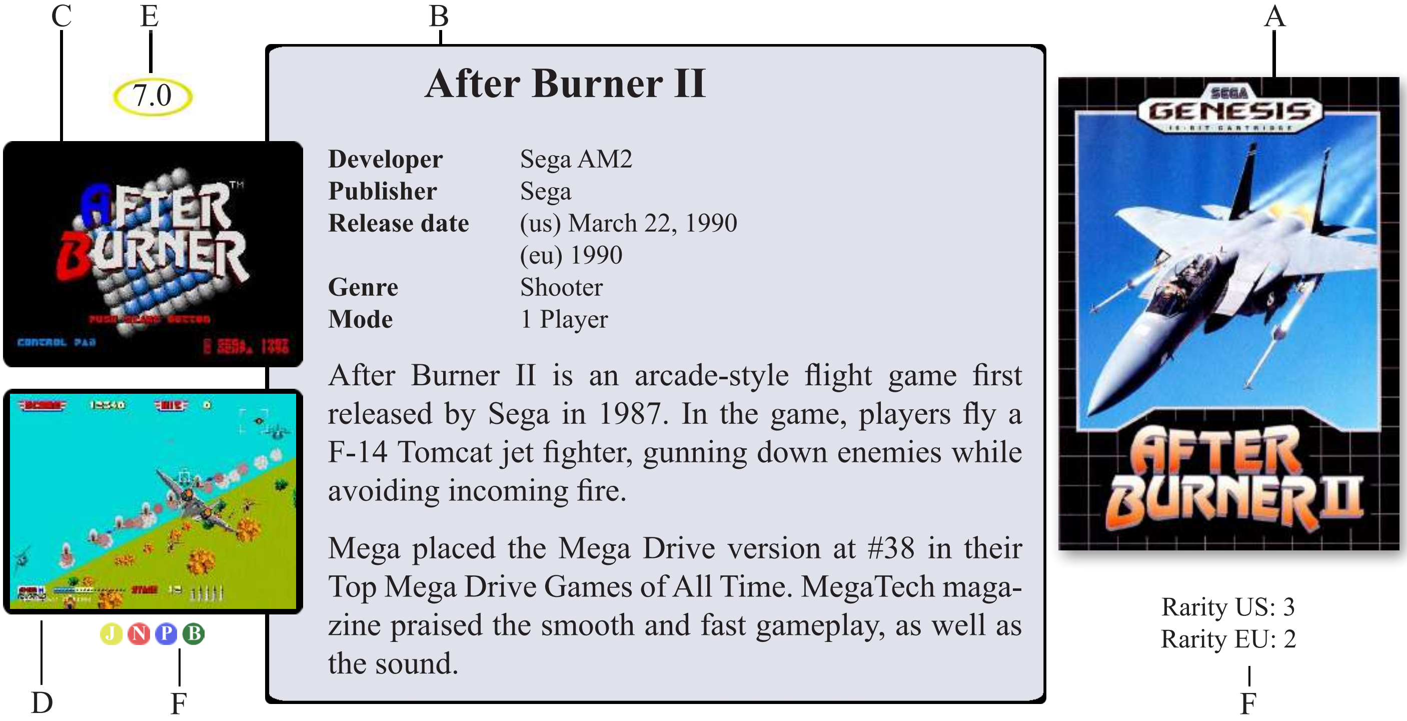
http://www.emuparadise.me/

Mega Drive/Genesis Games

This is the main portion of the book. A collection of every official MegaDrive game with cover art, title screem, a screen-shot and some information about the game.

Page Break-Down

This is a break-down of what the pages consist of:



After Burner II

Developer	Sega AM2
Publisher	Sega
Release date	(us) March 22, 1990 (eu) 1990
Genre	Shooter
Mode	1 Player

After Burner II is an arcade-style flight game first released by Sega in 1987. In the game, players fly a F-14 Tomcat jet fighter, gunning down enemies while avoiding incoming fire.

Mega placed the Mega Drive version at #38 in their Top Mega Drive Games of All Time. MegaTech magazine praised the smooth and fast gameplay, as well as the sound.

7.0

J N P B

Rarity US: 3
Rarity EU: 2

A. NTSC Cover-Art

This represent the cover art. I used GameFAQs for much of the pictures. The cover is NTSC (North-American). If the game did not get a NTSC release, I would use PAL, then NTSC-J (Japanese), or a Brazilian cover, if this was the only release.

B. Info

This is the Info box. I used mainly wikipedia for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. “Mode” are what the maximum players the game support. I used the information that is found on the box of the game if it was present. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

C. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often then not on gametrailers.com.

D. Screen-shot

This is a random screenshot from the game. I mainly used gametrailers.com.

E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “GameFAQs.com”, cause` they could often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

F. Rarity

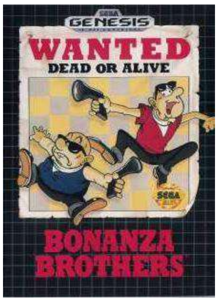
In this section is used the rarity info found on digitpress.com. Though some may say their inforamtion is outdated, though that concern is mainly around their price/value settings of the game. The rarity info are cover mainly the US and EU releases, and as such, the Japanese and Brazilian rarity is omitted from the book. Also, the rarity list cover the loose cartridge, and not a complete game. Remember, you should just take these scores with a grain of salt, and should only be used as a refrence point, and not to be taken all too literally.

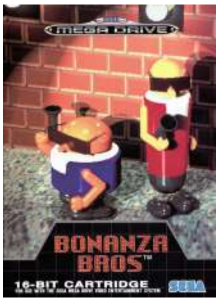
G. Release

These colored circles show what release the game got. J - Japan, N - NTSC, P - PAL and B - Brazil. A yellow colored circled on the US releases represent a Sega Channel exclusive for that region.

Sega Mega Drive Software library

The Genesis library was initially modest, but eventually grew to contain games to appeal to all types of players. The initial pack-in title was Altered Beast, which was later replaced with Sonic the Hedgehog in 1991. Top sellers included Sonic the Hedgehog, its sequel Sonic the Hedgehog 2, and Disney’s Aladdin. During development for the console, Sega of Japan focused on developing action games, while Sega of America was tasked with developing sports games. A large part of the appeal of the Genesis library during the console’s lifetime was the arcade-based experience of its games, as well as more difficult entries such as Ecco the Dolphin, and sports games such as Joe Montana Football. Compared to its competition, Sega advertised to an older audience by hosting more mature games, including the uncensored version of Mortal Kombat.





Initially, the Genesis suffered from limited third-party support due to its low market share and Nintendo’s monopolizes practices. Notably, the arcade hit Street Fighter II by Capcom initially skipped the Genesis, instead only being released on the SNES. However, as the Genesis continued to grow in popularity, Capcom eventually ported a version of Street Fighter II to the system known as Street Fighter II′: Champion Edition, that would go on to sell over a million copies. One of the biggest third-party companies to support the Genesis early on was Electronic Arts. Trip Hawkins, founder and then president of EA, believed the Genesis faster drawing speed made it more suitable for sport games than the SNES, and credits EA’s success on the Genesis for helping catapult the EA Sports brand.

Mega Drive Cartridge
BONANZA
BROS
ボナンザ ブラザーズ
SEGA

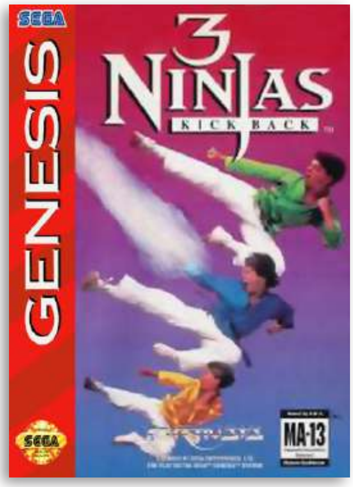
The Sega Mega Drive was Sega’s first console to offer games which were region locked, i.e. cartridges which can only be played on specific regional hardware. To overcome this problem one solution was to use a Mega Drive Region Converter.

From a Sega perspective there are three “main” regions - NTSC-J, the format used for consoles in Japan, NTSC-U, the format used in North America, and PAL, used in Europe and Australia. Other regions would pick one of the three formats - Brazil typically went for NTSC-U and Asia used a mixture of PAL and NTSC depending on the country. There are other forms of region locking too - Japanese cartridges are a different shape than their western counterparts and won’t physically fit in some consoles (similar to the “region locking” of the Sega Master System).

MEGA DRIVE
WANTED
DEAD OR ALIVE
BONANZA
BROTHERS
SEGA
TEC TOY

3 Ninjas Kick Back

4.6


SEGA
GENESIS
3 NINJAS
KICK BACK
MA-13

Rarity US: 4

Developer	Malibu Interactive
Publisher	Psygnosis
Release date	(us) June 1, 1994
Genre	Beat ‘em up
Mode	1-2 Players

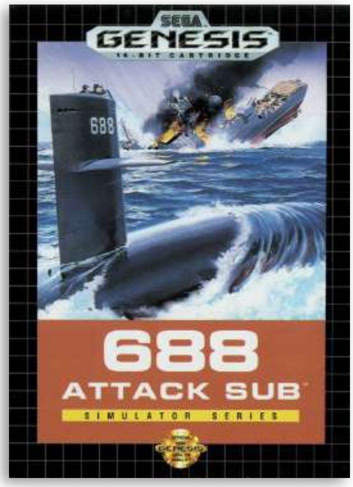
3 Ninjas Kick Back, based on the motion picture of the same name, is a beat ‘em up. There is an initial character screen, where one of the three brothers must be chosen as the main character. The game itself is a very standard side scrolling platform game. Each of the characters has their own unique weapon. Rocky has a bo, Colt uses a katana, and Tum-tum wields twin sai. Enemies consist of rebel ninjas, wild animals, and hazards such as moving boulders and spikes.

3 NINJAS
KICK BACK

N

688 Attack Sub

6.4

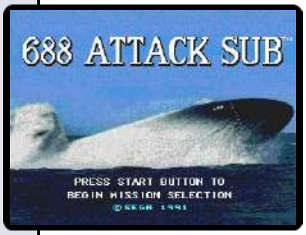

SEGA
GENESIS
688
688
ATTACK SUB
SIMULATOR SERIES

Rarity US: 3
Rarity EU: 2

Developer	Electronic Arts
Publisher	Sega
Release date	(us) 1991 (eu) 1991
Genre	Simulator
Mode	1 Player

688 Attack Sub is a submarine simulator game designed by John W. Ratcliff & Paul Grace, and originally published in 1989 for DOS systems.

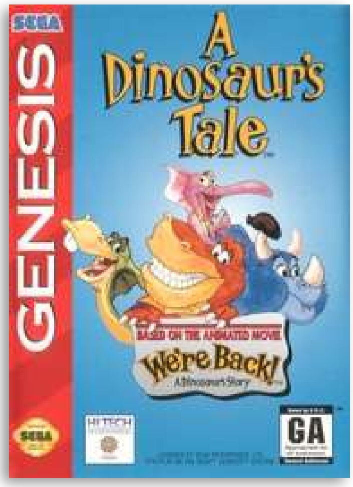
The player takes command of a US Los Angeles-class or Soviet Alfa class nuclear powered attack submarine and plays 10 missions ranging from into either Cold War scenarios or combat missions in a hypothetical global conflict.


688 ATTACK SUB
PRESS START BUTTON TO
BEGIN MISSION SELECTION
©SEGA 1991

N P

A Dinosaur’s Tale

5.2


SEGA
GENESIS
A Dinosaur's Tale
BASED ON THE ANIMATED MOVIE
We're Back!
A Dinosaur's Story
HI TECH
GA

Rarity US: 4

Developer	Funcom
Publisher	Hi Tech Expressions
Release date	(us) 1993
Genre	Action
Mode	1 Player

A Dinosaur’s Tale is a Genesis action game that is based on the Steven Spielberg animated feature, We’re Back! A Dinosaur’s Story.

Players have to negotiate their way through several levels for a chance to defeat Dr. Screweyes. Either Cecilia or Louie must help the dinosaurs through modern-day obstacles such as a circus that wants them as a sideshow exhibit and other freaks that are lying in wait around New York City.

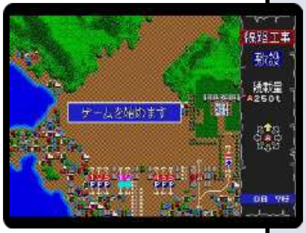
A Dinosaur's Tale
press start
options

N

2.0

A Ressha de Ikou MD

A列車で行こうMD
TAKE THE 'A' TRAIN
PUSH START BUTTON!



Developer	MNM Software
Publisher	Sega
Release date	(jp) April 10, 1992
Genre	Simulator, Strategy
Mode	1 Player

A Ressha de Ikou MD is part of the A-Train series of train simulation video games. The game is a simulation game involving the construction of a railroad in order to boost the city's mass transit system.

The player must use the resources at hand to build a railroad connecting the two ends of a map in each scenario. Five scenarios offer a tutorial mode for first-time players, an extremely hard scenario for veterans, and three more scenarios for players in between the two.

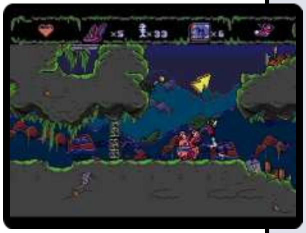
Mega Drive Cartridge
メガドライブ専用
A列車で行こうMD
SEGA

J

5.7

Aaahh! Real Monsters

AAAHH!! REAL MONSTERS
START
OPTIONS



Developer	Realtime Associates
Publisher	Viacom New Media
Release date	(us) August 15, 1995 (eu) November, 1995
Genre	Action-platformer
Mode	1 Player

Aaahh!!! Real Monsters is a platform arcade style video game based on the American cartoon series of the same name on Nickelodeon.

Playing as Ickis, Oblina, or Krumm, the player explores various locales collecting specific items and scaring specific people the Gromble instructs the player to. The characters starts out in the sewer, and progresses through levels above in the human world.

SEGA
GENESIS
NICKELODEON
AAAHH!! REAL MONSTERS
VIACOM

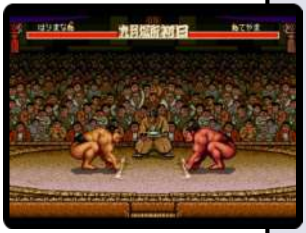
N P

Rarity US: 2
Rarity EU: 4

6.0

Aah! Harimanada

ああ播磨灘
© 1993 SEGA



Developer	Megasoft
Publisher	Sega
Release date	(jp) September 3, 1993
Genre	Fighting
Mode	1-2 Players

Aa Harimanada is a 1993 sumo wrestling game by Sega for the Sega Game Gear and Sega Mega Drive made to tie into TV Tokyo's Aa Harimanada anime. The game is a typical fighting game with various button combinations doing something different.

The game was criticized for its "poor responsiveness" and "boring gameplay". British gaming magazine Sega Pro rated the Mega Drive version 59 out of 100.

Mega Drive Cartridge
メガドライブ専用
ああ播磨灘
SEGA

J

MEGA DRIVE
Addams Family Values
ocean
SEGA

Rarity EU: 6

Addams Family Values

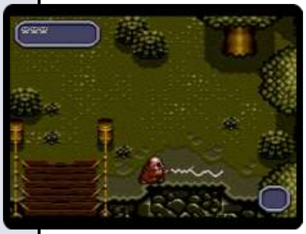
Developer Ocean Software
Publisher Ocean Software
Release date (eu) 1995
Genre Action role-playing
Mode 1 Player

Loosely based on the plot of the film, the player takes the role of Uncle Fester as he searches for the recently kidnapped baby Pubert. On the way he receives help from The Addams Family and a host of original characters from the game.

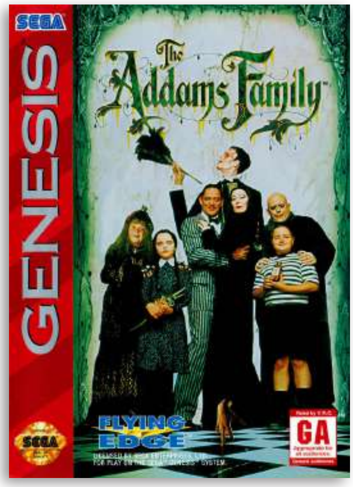
The game is an action adventure game with slight RPG elements (players gain more hit points while proceeding in the game, can upgrade their equipment and special attacks).

3.6

Addams Family Values
START
OPTIONS
PASSWORD



P


SEGA
GENESIS
The Addams Family
FLYING EDGE
GA

Rarity US: 3
Rarity EU: 5

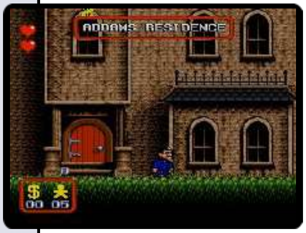
The Addams Family

Developer Ocean Software
Publisher Flying Edge
Release date (us) 1994
(eu) 1994
Genre Platformer
Mode 1 Player

The Addams Family is a platform game based on the 1991 movie of the same name. The game follows the Addams Family father and husband, Gomez Addams, as he attempts to save the members of his family who have been kidnapped. They have been stowed away in various locations in the mansion and are protected by a boss of some sort.

6.6

The Addams Family
START GAME
PASSWORD


ADDAMS RESIDENCE
$ 00
05

N P

Mega Drive Cartridge メガドライブ専用
Advanced
大戦略
—ドイツ電撃作戦—
SEGA

Advanced Daisenryaku
-Deutsch Dengeki Sakusen-

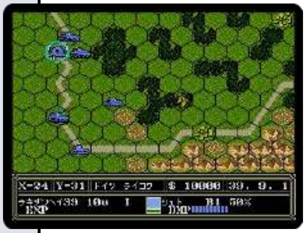
Developer SystemSoft
Publisher Sega
Release date (jp) July 17, 1991
Genre Strategy
Mode 1-4 Players

Advanced Daisenryaku is part of SystemSoft's Daisenryaku series of strategy games, and is one of the few retail Mega Drive games to have online play compatibility via Sega Meganet. It also started the Advanced Daisenryaku line, all of which have been published by Sega.

"segaretro.org"

6.2

Advanced
大戦略
—ドイツ電撃作戦—
©SYSTEM SOFT CORP. 1988
REPROGRAMMED GAME ©SEGA1991



J

8.1

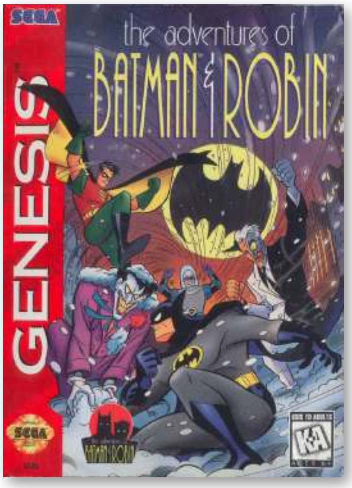
the adventures of
BATMAN & ROBIN

Ⓝ Ⓟ Ⓑ

The Adventures of Batman & Robin

Developer	Clockwork Tortoise
Publisher	Sega
Release date	(us) 1995 (eu) 1995
Genre	Run ‘n’ gun
Mode	1-2 Players

The Adventures of Batman & Robin is a video game based on the critically acclaimed animated cartoon Batman: The Animated Series. The game is a run ‘n’ gun where both Batman and Robin must stop Mr. Freeze, who plans to freeze Gotham City. In order to keep the duo busy, he also frees the Joker, Two-Face and the Mad Hatter, each one with their own agenda.


SEGA
GENESIS
the adventures of
BATMAN & ROBIN

Rarity US: 3
Rarity EU: 5

4.5

MIGHTY MAX
START NORMAL
OPTIONS
PASSWORD

Ⓝ Ⓟ

The Adventures of Mighty Max

Developer	WJS Design
Publisher	Ocean Software
Release date	(us) 1994 (eu) November, 1994
Genre	platformer
Mode	1-2 Players

The Adventures of Mighty Max is a platform game based on the US cartoon of the same name, which was in turn based on a UK toyline available in the 1990s.

It follows Mighty Max, a kid with a magic cap allowing him to travel to different dimensions.

“segaretro.org”

SEGA
GENESIS
THE ADVENTURES OF MIGHTY MAX
FREE INSIDE!
ocean
GA

Rarity US: 2
Rarity EU: 4

5.0

The Adventures of
ROCKY
and
BULLWINKLE
and
FRIENDS

Ⓝ

The Adventures of Rocky and Bullwinkle and Friends

Developer	Imagineering
Publisher	Absolute Entertainment
Release date	(us) December 31, 1993
Genre	Platformer
Mode	1 Player

The Adventures of Rocky and Bullwinkle and Friends, inspired by The Rocky and Bullwinkle Show, consists of seven levels that take players through various locales: A Swiss Alps-style mountain, a cavern, a mine, a submarine, a haunted ship, a port town, and a castle. Mini-games are available at certain points that allows players to collect extra lives.

The Adventures of
ROCKY
And
BULLWINKLE
And
FRIENDS
SEGA
GENESIS
ABSOLUTE

Rarity US: 4

AERO THE ACRO-BAT
SUNSOFT
SEGA
GENESIS

Rarity US: 2
Rarity EU: 5

Aero the Acro-Bat

Developer	Iguana Entertainment
Publisher	Sunsoft
Release date	(us) August 1, 1993 (eu) 1993
Genre	Platformer
Mode	1 Player

Aero the Acro-Bat, created by David Siller of Maximo: Ghosts to Glory fame, is inspired in part by the "mascots with attitude" trend that was common following the introduction of Sonic the Hedgehog. It featured a red bat named Aero, who works and lives in a circus. He must defend the circus from an evil ex-clown called Edgar Ektor, who used to work in the same circus and wants it shut down forever.

6.3

AERO THE ACRO-BAT

N P

SEGA
SUNSOFT
GENESIS
AERO THE ACRO-BAT 2
GA

Rarity US: 7
Rarity EU: 6

Aero the Acro-Bat 2

Developer	Iguana Entertainment
Publisher	Sunsoft
Release date	(us) 1994 (eu) 1994
Genre	Platformer
Mode	1 Player

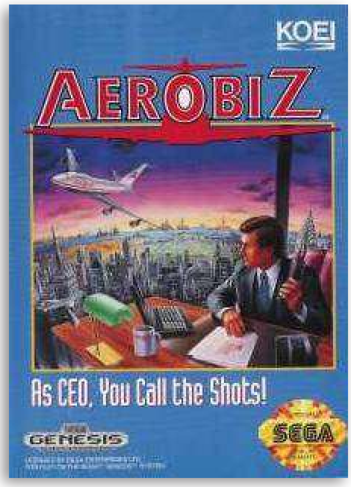
Like its prequel, the game follows the adventures of Aero, a bat tasked with saving the world from Edgar Ektor. There are several improvements over the original game, such as more moves, cutscenes that progress the game's story in between each world, and a password system that allows progress in the game to be saved.

"segaretro.org"

7.1

AERO THE ACROBAT 2

N P


KOEI
AEROBIZ
As CEO, You Call the Shots!
GENESIS
SEGA

Rarity US: 5

Aerobiz

Developer	Koei
Publisher	Koei
Release date	(us) 1992
Genre	Simulation
Mode	1-4 Players

Aerobiz is a business simulation video game. As CEO of a budding international airline, the player has a limited amount of time to expand their business to become the industry leader against three other airlines. The player has an amount of control over how their airline develops, such as the name, investments, what routes to fly, plane purchases, and other various aspects, while at the mercy of world events such as politics and natural disasters.

6.4

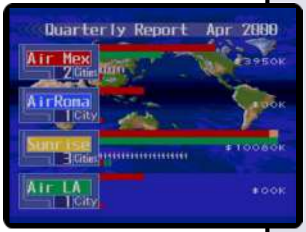
AEROBIZ
NEW GAME
CONTINUE

Boeing Inc.
SEATS 202st
FUEL RANK C
RANGE 4310ML
PRICE $47000K
B707®
This is the first jetliner in the world.
$1960000K

J N

7.2

AEROBIZ
Supersonic
© 1994 KOEI Corporation
LICENSED BY SEGA ENTERPRISES,LTD.


Quarterly Report Apr 2000
Air Mex
AirRoma
Sunrise
Air LA

J N

Aerobiz Supersonic

Developer	Koei
Publisher	Koei
Release date	(us) 1994
Genre	Simulation
Mode	1-4 Players

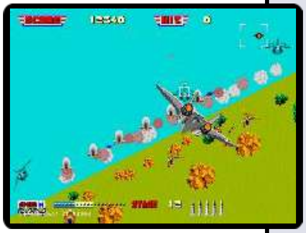
In the game, which is essentially the same as its predecessor, the player is the CEO of a start-up international airline. The player competes with three other such companies for dominance in the worldwide travel industry. Such dominance is obtained by purchasing slots in various airports around the world, and flying routes to and from those slots. Once a route is created, the player has control of what type of planes fly the route, the price of airfare, and other variables.

SEGA
KOEI
GENESIS
AEROBIZ
Supersonic
LEAD YOUR AIRLINE INTO THE FUTURE!

Rarity US: 7

7.0

AFTER BURNER



J N P B

After Burner II

Developer	Sega AM2
Publisher	Sega
Release date	(us) March 22, 1990 (eu) 1990
Genre	Shooter
Mode	1 Player

After Burner II is an arcade-style flight game first released by Sega in 1987. In the game, players fly a F-14 Tomcat jet fighter, gunning down enemies while avoiding incoming fire.

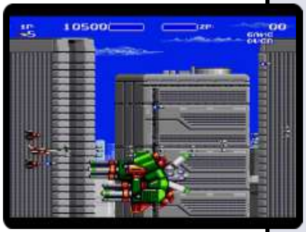
Mega placed the Mega Drive version at #38 in their Top Mega Drive Games of All Time. MegaTech magazine praised the smooth and fast gameplay, as well as the sound.

SEGA
GENESIS
AFTER BURNER II

Rarity US: 3
Rarity EU: 2

6.9

AIR BUSTER
1 PLAYER
2 PLAYER
OPTION
KANEKO
LICENSED BY SEGA ENTERPRISES LTD



J N

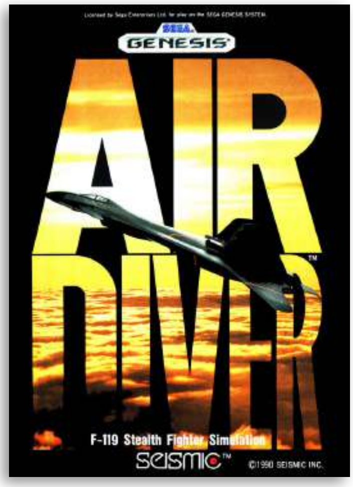
Air Buster

Developer	Kaneko
Publisher	Kaneko
Release date	(us) 1991
Genre	Shooter
Mode	1-2 Players

Air Buster: Trouble Specialty Raid Unit is a horizontally scrolling shoot 'em up originally released in the arcades in 1990. The player controls a fighter jet also designed for space travel and shoots enemies, collects power-ups, and defeats bosses to advance levels. As a console game, Air Buster had the distinction of being two player simultaneous, which was rare among side scrolling shooters on home consoles at the time.

KANEKO
SEGA
GENESIS
Air Buster
FREE
VIDEO GLOVE OFFER INSIDE

Rarity US: 4


SEGA
GENESIS
AIR DIVER
F-119 Stealth Fighter Simulation
seismic
©1990 SEISMIC INC.

Rarity US: 2

Air Diver

Developer	Copya System
Publisher	Seismic, (jp) Asmik
Release date	(us) April 1990
Genre	Shooter
Mode	1 Player

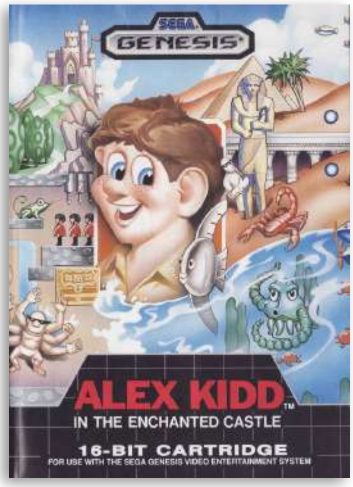
Air Diver: F-119 Stealth Fighter Simulation is a combat flight simulator. It is notable as being one of the two first third party published titles for the console in North America.

The game is similar to After Burner, except the game is played in a first-person view. Gameplay involves flying the fictional F-119D Stealth Fighter against the enemy forces.

6.4

AIR DIVER
START
OPTION
© ASMIK 1990

J N


SEGA
GENESIS
ALEX KIDD
IN THE ENCHANTED CASTLE
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 5
Rarity EU: 2

Alex Kidd in the Enchanted Castle

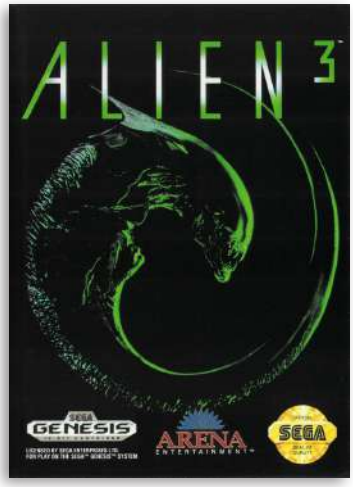
Developer	Sega AM7
Publisher	Sega
Release date	(us) August 14, 1989 (eu) November 30, 1990
Genre	Platformer
Mode	1 Player

Alex Kidd in the Enchanted Castle is the only 16-bit platform game starring Alex Kidd, and the fifth game in the Alex Kidd series of video games. The player guides Alex through eleven stages by fighting and avoiding enemies and obstacles. Alex can jump, kick, crawl or punch enemies, causing them to explode into gold coins, called Baums.

6.0

ALEX KIDD
天空魔城
PUSH START BUTTON
© SEGA 1989

J N P B


ALIEN 3
SEGA
GENESIS
ARENA
ENTERTAINMENT
SEGA

Rarity US: 2
Rarity EU: 2

Alien 3

Developer	Probe Software
Publisher	Arena Entertainment
Release date	(us) 1992 (eu) October, 1992
Genre	Action-platformer
Mode	1 Player

Alien3 is a sidescrolling video game loosely based on the movie of the same name. The player's task in game is to rescue hostages and defeat aliens which have taken over human colonies. There is a set amount of time to complete this task in each level. Failing to rescue all hostages results in instant death, as well as not reaching the exit before time runs out.

"segaretro.org"

6.4

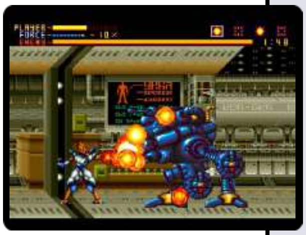
SCORE
ENERGY
96

N P B

Alien Soldier

8.5

VISUALSHOCK! SPEEDSHOCK! SOUNDSHOCK!
NOW IS TIME TO THE 68000 HEART ON FIRE!
ALIEN SOLDIER
FOR MEGADRIVERS CUSTOM
PASSWORD GAME START OPTIONS
©SEGA ENTERPRISES.LTD.1995



J Sc P

Developer	Treasure
Publisher	Sega
Release date	(eu) June 1, 1995
Genre	Run ‘n’ gun
Mode	1 Player

The story follows a powerful being named Epsilon-Eagle, who after being nearly killed becomes determined to avenge his near death and save his planet. Many gameplay ideas are borrowed from Treasure’s earlier Mega Drive release, Gunstar Heroes. However, Alien Soldier puts an emphasis on challenging boss fights with short and easy levels serving as downtime in-between.

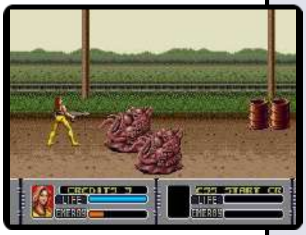
MEGA DRIVE
ALIEN SOLDIER
SEGA

Rarity EU: 5

Alien Storm

7.0

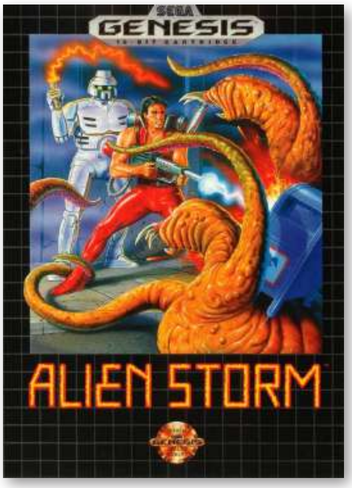
ALIEN STORM
PRESS START BUTTON
© 1990,1991 SEGA



J N P B

Developer	Sega AM7
Publisher	Sega
Release date	(us) 1991 (eu) 1991
Genre	Beat ‘em up
Mode	1-2 Players

Alien Storm is a side-scrolling beat ‘em up. The game resembles Golden Axe, with a similar artistic style, three playable characters (a man, a woman, and a novelty character) and pick-up or power-up special attacks. The player selects from the three different characters to embark upon a quest to save the Earth from an alien invasion.

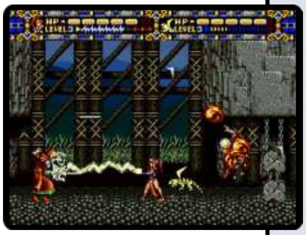

SEGA GENESIS
ALIEN STORM

Rarity US: 2
Rarity EU: 3

Alisia Dragoon

7.5

ALISIA DRAGOON
© 1992 GAME ARTS

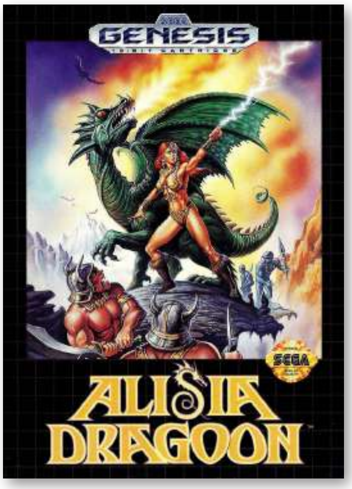


J N P B

Developer	Game Arts, Gainax
Publisher	Sega, (jp) Game Arts
Release date	(us) April 23, 1992 (eu) 1992
Genre	Platformer
Mode	1 Player

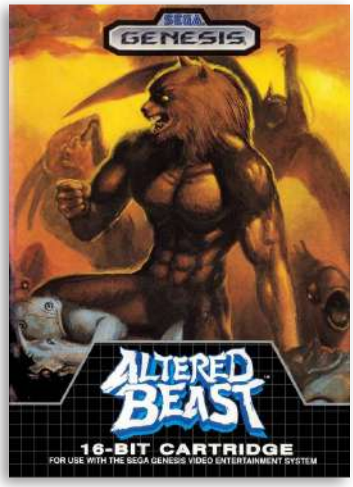
In the Japanese version, the player controls Alisia, a young woman who is on a quest to avenge her father and save the world. The Western release packaged the heroine as a rugged gladiator instead of the dainty-looking sorceress she originally was.

Due to the lack of publicity for the game overseas, Alisia Dragoon did not make a big impact on the video game market, despite the critical acclaim it received.


GENESIS
SEGA
ALISIA DRAGOON

Rarity US: 4
Rarity EU: 3

Altered Beast


SEGA
GENESIS
ALTERED BEAST
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

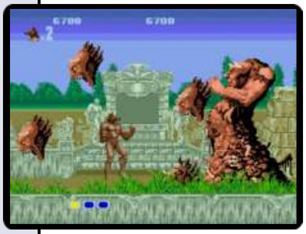
Rarity US: 1
Rarity EU: 1

Developer	Sega AM7
Publisher	Sega
Release date	(us) August 14, 1989 (eu) November 30, 1990
Genre	Beat 'em up
Mode	1-2 Players

Altered Beast is a beat 'em up arcade game set in Ancient Greece, and follows a centurion who is resurrected by Zeus to rescue his daughter Athena, and to do so becomes able to turn into beasts such as the werewolf with the use of power-ups. After its initial arcade release, it was ported to several home video game consoles and home computers, including the Sega Mega Drive, for which it was a pack-in game.

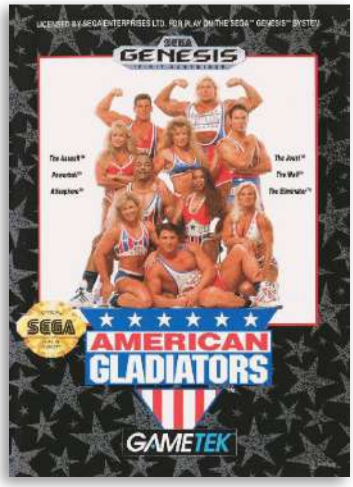
6.3

獣王記
ALTERED BEAST
SEGA 1988



J N P B

American Gladiators


GENESIS
SEGA
AMERICAN GLADIATORS
GAMETEK

Rarity US: 3

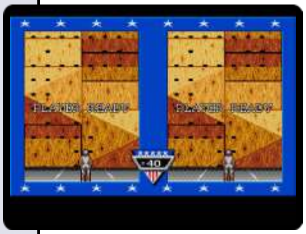
Developer	Imagitec Design
Publisher	GameTek
Release date	(us) March 24, 1992
Genre	Sports
Mode	1-8 Players

American Gladiators is a video game interpretation of the television show of the same name. It features a series of events testing players' strength, speed and skill against a trained team of ten 'Gladiators', five male and five female.

The Genesis version was only released in North America.

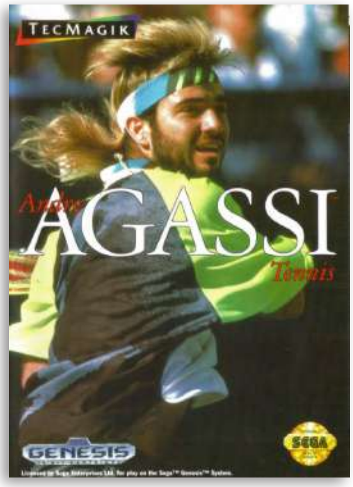
3.7

AMERICAN GLADIATORS
PRESS START BUTTON


PLAYER READY
PLAYER READY

N

Andre Agassi Tennis

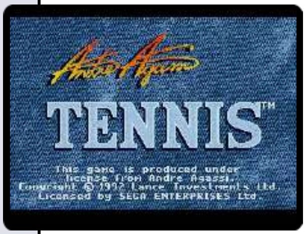

TECMAGIK
Andre
AGASSI
Tennis
GENESIS
SEGA

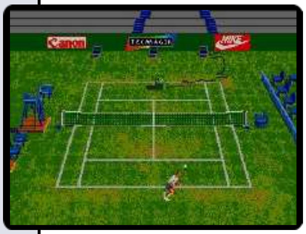
Rarity US: 3
Rarity EU: 3

Developer	TecMagik
Publisher	TecMagik
Release date	(us) 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

Andre Agassi Tennis is a tennis video game starring tennis legend Andre Agassi. The player can play in either career mode, exhibition mode, or practice mode where the player can learn to hit and receive tennis balls in a proper manner in order to assure victory on the tennis court. During the career mode, the player travels to tennis courts around the world and compete in tournaments.

2.9

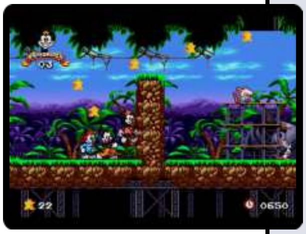

Andre Agassi
TENNIS


Canon
TECMAGIK
NIKE

N P B

6.7

ANIMANIACS
START
PASSWORD
OPTIONS

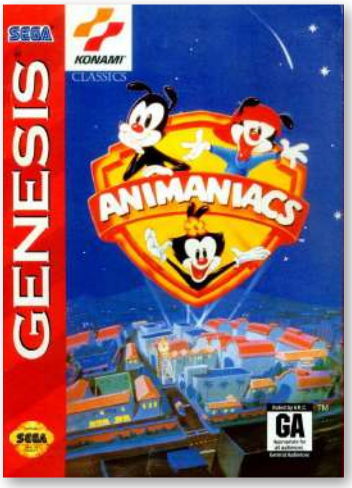


N P B

Animaniacs

Developer	Konami
Publisher	Konami
Release date	(us) May 14, 1994
	(eu) 1994
Genre	Platformer
Mode	1 Player

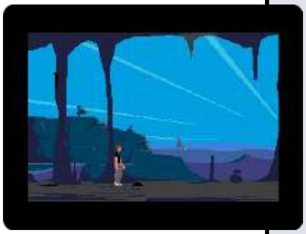
Animaniacs is a platformer based on the hit animated series of the same name. In the game, the Warner Siblings, Yakko, Wakko, and Dot, decide to open up a hip pop culture shop in order to become closer to their favorite movie stars. To this end, they travel across various movie sets in the Warner Brothers studio lot in order to retrieve movie memorabilia to sell. The game features four main levels, which can be entered in any order.


SEGA
GENESIS
KONAMI
CLASSICS
ANIMANIACS
GA

Rarity US: 3
Rarity EU: 4

7.4

OUT OF THIS WORLD
START
PASSWORD



N P

Another World

Developer	Delphine Software
Publisher	Virgin Games
Release date	(us) 1992
	(eu) 1993
Genre	Platformer
Mode	1 Player

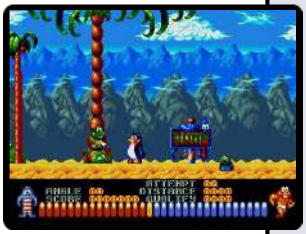
Another World, known as Out of This World in North America, is a cinematic platformer action-adventure designed by Éric Chahi for Delphine Software. The game tells a story of Lester, a young scientist who, as a result of an experiment gone wrong, finds himself in a dangerous alien world where he is forced to fight for his survival.

GENESIS
OUT OF THIS WORLD
Virgin GAMES
SEGA

Rarity US: 2
Rarity EU: 3

4.9

THE AQUATIC GAMES



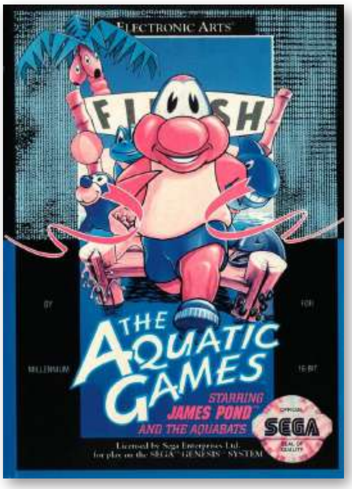
N P B

The Aquatic Games starring James Pond and The Aquabats

Developer	Millennium Interactive
Publisher	Electronic Arts
Release date	(us) 1993
	(eu) 1992
Genre	Sports
Mode	1-4 Players

The Aquatic Games is a sports game featuring pseudo-Olympic sports starring the video game character James Pond, better known for his series of side-view platform games.

The game was an aquatic-themed parody of games like Konami's Track & Field.


ELECTRONIC ARTS
THE AQUATIC GAMES
STARRING JAMES POND AND THE AQUABATS
SEGA

Rarity US: 4
Rarity EU: 3

GENESIS
ARCADE CLASSICS
CENTIPEDE
ALSO INCLUDES PONG
MISSILE COMMAND

Rarity US: 3
Rarity EU: 4

Arcade Classics

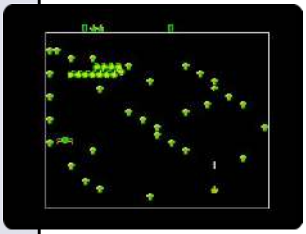
Developer	Al Baker & Associates
Publisher	Sega
Release date	(us) 1996 (eu) 1996
Genre	Compilation
Mode	1-2 Players

Arcade Classics is a Sega Genesis game featuring three classic arcade games: Pong, Missile Command, and Centipede, plus a revised Sega version of each one.

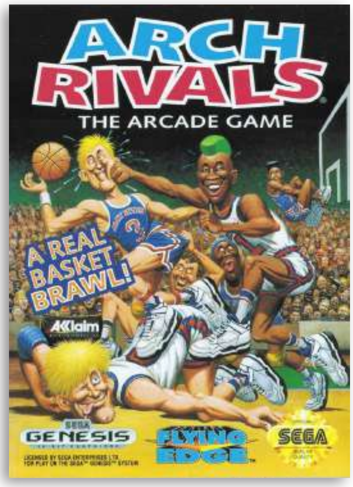
The game was panned by critics. Reviews commented that Arcade Classics includes very few games compared to other retro compilations, that it fails to recreate the experience the games offered in the arcades, that the "enhanced" versions offer nothing.

6.1

ARCADE CLASSICS
START



N P


ARCH RIVALS
THE ARCADE GAME
A REAL BASKET BRAWL!
Acclaim
GENESIS
FLYING EDGE
SEGA

Rarity US: 2
Rarity EU: 3

Arch Rivals: The Arcade Game

Developer	Midway Games
Publisher	Flying Edge
Release date	(us) 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

Billed by Midway as "A Basket Brawl", the game features two-on-two full court basketball games in which players are encouraged to punch opposing players and steal the ball from them.

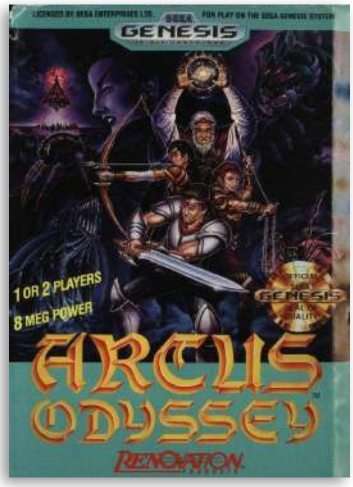
The Game generally follows standard basketball rules; a full game consists of four quarters, with four minutes each. Each team has two players, and the objective of the game is to outscore the opponent.

6.3

ARCH
RIVALS

MOOSE
MOHAWK
FLYING EDGE

N P


GENESIS
1 OR 2 PLAYERS
8 MEG POWER
ARCUS ODYSSEY
RENOVATION

Rarity US: 4

Arcus Odyssey

Developer	Wolf Team
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) December 31, 1991
Genre	Action role-playing
Mode	1-2 Players

Arcus Odyssey features an isometric perspective and cooperative gameplay, as well hack and slash gameplay. It tells the story of four heroes trying to thwart the return of an evil sorceress.

Arcus Odyssey was mostly well received. David Upchurch of ACE scored it 863/1000, writing: "To put it simply, Arcus Oddysey is one of the finest examples of the arcade adventure genre too appear on the Megadrive."

7.0

ARCUS ODYSSEY
1 PLAYER START
2 PLAYER START
PASSWORD
MUSIC MODE
SEGA ENTERPRISES LTD.

J N

5.6

ARIEL
Disney's
THE LITTLE
MERMAID
© 1989 THE WALT DISNEY COMPANY
© 1992 SEGA

N P B

Ariel the Little Mermaid

Developer	BlueSky Software
Publisher	Sega
Release date	(us) 1992 (eu) 1992
Genre	Action
Mode	1 Player

The game lets the player control either Ariel or King Triton to defeat Ursula. Rescuing requires the player to simply swim into the unfortunate little victims as they hang about at fixed places in the watery world; while fending off and dodging enemies like eels, clams, sharks, and several other sea meanies. Friends like Flounder and Sebastian can also be summoned for a little helping hand.

GENESIS
ARIEL
Disney's
THE LITTLE
MERMAID
SEGA

Rarity US: 3
Rarity EU: 3

6.3

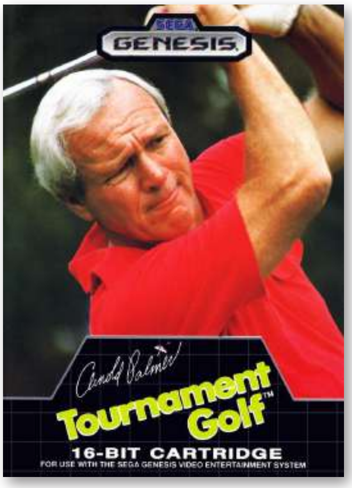
Arnold Palmer
TOURNAMENT
GOLF
PUSH START BUTTON
©SEGA 1989

J N P B

Arnold Palmer Tournament Golf

Developer	Sega
Publisher	Sega
Release date	(us) September, 1989 (eu) 1990
Genre	Sports
Mode	1-2 Players

Arnold Palmer Tournament Golf, known as Naomichi Ozaki Super Masters in Japan, is one of the early Sega sports games where a celebrity athlete's name was added to the title when it was localized from Japan. Although Arnold Palmer is shown on the box cover and at the title screen, the game makes no reference to him during the actual golf game play.


SEGA
GENESIS
Arnold Palmer
Tournament Golf
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 3
Rarity EU: 2

6.9

ARROW
FLASH
RENOVATION PRODUCTS, INC.
LICENSED BY
SEGA ENTERPRISES LTD.
© SEGA 1990

J N P B

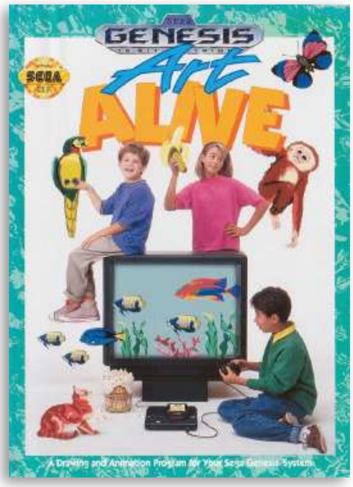
Arrow Flash

Developer	Sega
Publisher	Sega, (us) Renovation Products
Release date	(us) 1990 (eu) 1991
Genre	Shooter
Mode	1 Player

Arrow Flash is a scrolling shooter. The game's main character pilots a prototype transformable fighter-mecha left from her grandfather to fight against an alien attack on humankind. The game is mostly a horizontal shooter, with one down scrolling stage. Like many scrolling shooters, the player initially has a basic shot, which can be upgraded and/or exchanged for different weapons.

LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM
SEGA
GENESIS
ARROW
FLASH
RENOVATION

Rarity US: 4
Rarity EU: 3


GENESIS
Art ALIVE
SEGA
A Drawing and Animation Program for Your Sega Genesis System

Art Alive!

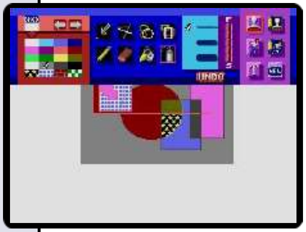
Developer	Western Technologies
Publisher	Sega
Release date	(us) 1991
	(eu) March, 1992
Genre	Edutainment
Mode	1 Player

Art Alive! is a paint program released by Sega for the Sega Mega Drive. It can be seen as a Sega alternative to Nintendo's Mario Paint on the SNES, though Art Alive! debuted before Nintendo's game.

Its features include stamps of Sonic the Hedgehog, ToeJam & Earl, and other Sega characters. It was followed by Sega's Wacky Worlds Creativity Studio.

4.4

Art ALIVE!
©1991 SEGA of America



J N P B

SEGA
GENESIS
ART OF FIGHTING
MA-13

Rarity US: 2
Rarity EU: 6

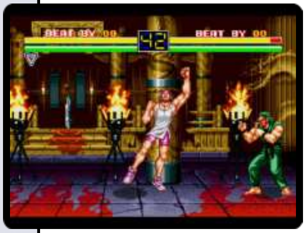
Art of Fighting

Developer	SNK, Sega
Publisher	Sega
Release date	(us) january 13, 1994
	(eu) 1994
Genre	Fighting
Mode	1-2 Players

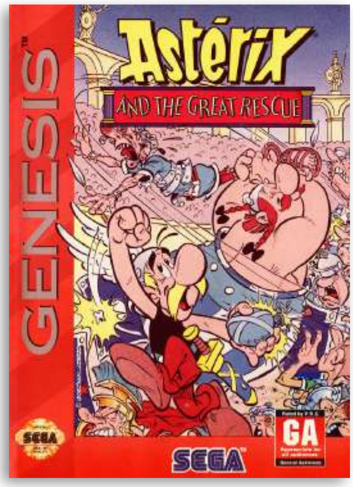
Art of Fighting is part of a series of competitive fighting game titles that were first released for the Neo Geo platform in the early 1990s. The Mega Drive port lacks the zooming effect. Certain gameplay elements have been changed as well; the Ryuuko Ranbu is blockable, and Lee's claw spin attacks have invincibility during the starting pose, among various other changes.

6.5

ART OF FIGHTING
SNK ©SNK 1992
REPROGRAMMED GAME ©SEGA 1993



J N P


GENESIS
Astérix
AND THE GREAT RESCUE
SEGA
GA

Rarity US: 4
Rarity EU: 2

Asterix and the Great Rescue

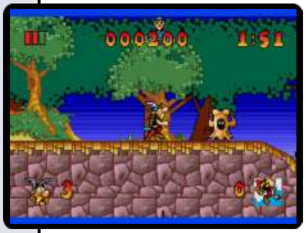
Developer	Core Design
Publisher	Sega
Release date	(us) November, 1993
	(eu) 1994
Genre	Platformer
Mode	1 Player

Asterix and the Great Rescue is based on the long-running, French comic book series Asterix the Gaul. The characters Asterix and Obelix must rescue Panoramix and Idéfix from the Romans, who are in the process of taking over Gaul.

Reviewing the game, GamePro criticized the steep difficulty slope and poor controls.

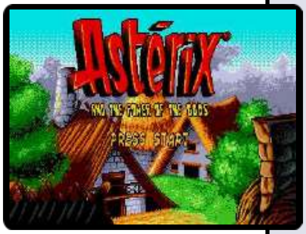
5.4

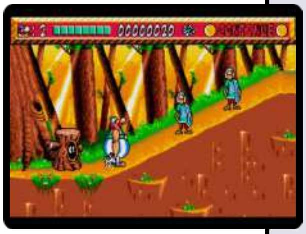
Astérix
and The Great Rescue
START
OPTIONS



N P B

6.6


Astérix
AND THE POWER OF THE GODS
PRESS START



P

Asterix and the Power of the Gods

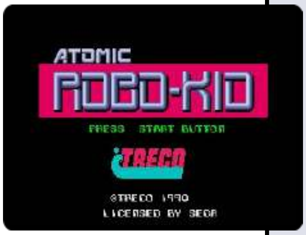
Developer	Core Design
Publisher	Sega
Release date	(eu) December 31, 1995
Genre	Platformer
Mode	1 Player

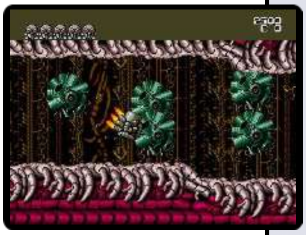
In this Mega Drive exclusive Asterix game, players must guide Asterix through different levels. An isometric map is used to enter different levels. Asterix has the ability to run, jump, and defeat enemies by directly hitting them. Players can talk to non-player characters just like in a role-playing game. Other people's houses can also be visited in search of clues.

MEGA DRIVE
Astérix and The POWER of the GODS
SEGA

Rarity EU: 5

5.7


ATOMIC
ROBO-KID
PRESS START BUTTON
TRECO
©TRECO 1990
LICENSED BY SEGA

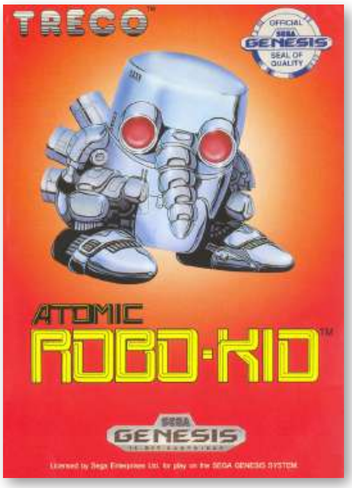


J N

Atomic Robo-Kid

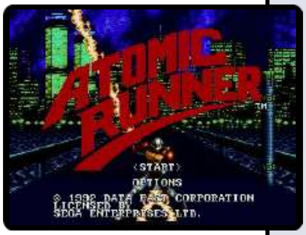
Developer	UPL Limited, Micronics
Publisher	Treco
Release date	(us) December 13, 1990
Genre	Shooter
Mode	1 Player

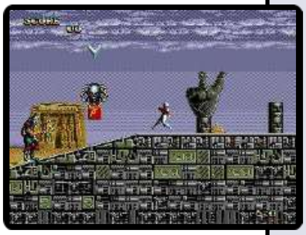
The player controls the titular character through six stages of increasing difficulty, facing an alien "governor" boss (which are so large as to be considered levels in and of themselves, as some of the bosses take up several screens) at the end of each level, followed by a "duel" level against other Robo-Kid sized robots. Many levels branch into others, giving the player the choice over which zone to enter next, increasing replayability.


TRECO
GENESIS
ATOMIC
ROBO-KID

Rarity US: 5

6.8


ATOMIC RUNNER
START
OPTIONS
© 1992 DATA EAST CORPORATION
LICENSED BY
SEGA ENTERPRISES LTD.



J N P

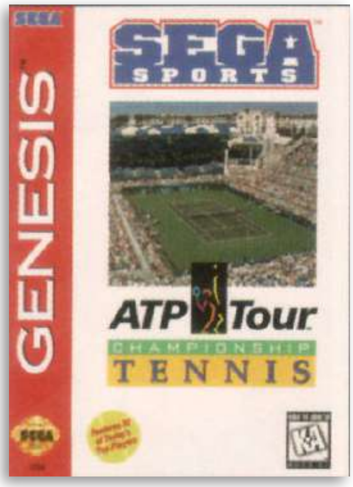
Atomic Runner

Developer	Data East
Publisher	Data East, (eu) Sega
Release date	(us) 1992 (eu) 1992
Genre	Shooter
Mode	1 Player

Atomic Runner is a port of the 1988 arcade game Chelnov. Many parts of the game were remade due to the negative feedback received in the initial release. The game's plot was changed completely, where Chelnov is not a coal miner caught in a nuclear meltdown, but a regular human-being wearing a special combat suit who battles enemies to rescue his younger sister.

DATA EAST
GENESIS
SEGA
ATOMIC RUNNER
DATA EAST

Rarity US: 4


SEGA
SEGA SPORTS
GENESIS
ATP Tour
CHAMPIONSHIP
TENNIS

Rarity US: 1
Rarity EU: 5

ATP Tour Championship Tennis

Developer	SIMS
Publisher	Sega Sports
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-4 Players

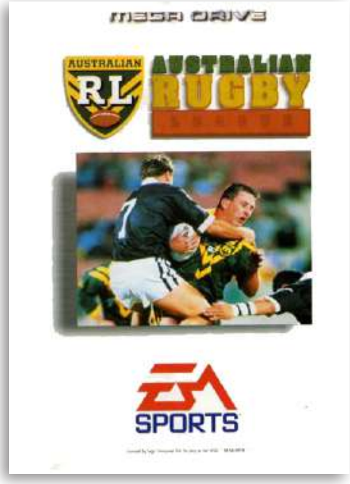
In this quasi-sequel of Wimbledon, Sega secured the ATP license, bringing 32 players (including Pete Sampras, John McEnroe and Stefan Edberg) plus a few others from the Senior Tour, as well as the option to create four players that can be developed in the ATP Tour mode. Each player has seven attributes that define their control and power in both serve, forehand and backhand, as well as their footwork.

“mobygames.com”

7.2

ATP Tour
CHAMPIONSHIP TENNIS
Licensed by ATP Tour Inc.

N P


MEGA DRIVE
AUSTRALIAN RL
AUSTRALIAN RUGBY LEAGUE
EA SPORTS

Rarity EU: 4

Australian Rugby League

Developer	I-Space Interactive
Publisher	EA Sports
Release date	(eu) 1995
Genre	Sports
Mode	1-4 Players

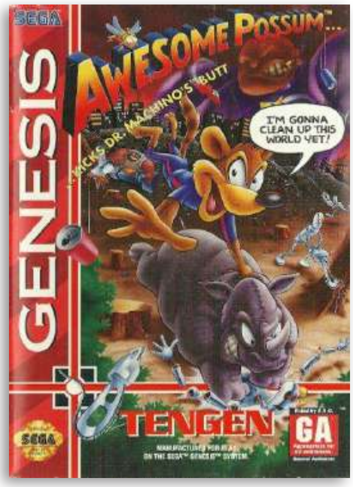
Australian Rugby League is based on Rugby World Cup ‘95 by Creative Assembly, but using the rugby league rules instead of rugby union.

In addition to the league that names the game, the Australian Rugby League, the game also includes the State of Origin, Super League (eleven English teams plus one French) and international mode. While the ARL has all correct team names, player names are fictitious.

2.6

AUSTRALIAN RUGBY LEAGUE
EA SPORTS
©1995 Electronic Arts

P


SEGA
GENESIS
AWESOME POSSUM...
KICKS DR. MACHINO'S BUTT
I'M GONNA CLEAN UP THIS WORLD YET!
TENGEN
GA

Rarity US: 4

Awesome Possum...
Kicks Dr. Machino’s Butt

Developer	Tengen
Publisher	Tengen
Release date	(us) November 25, 1993
Genre	Platformer
Mode	1 Player

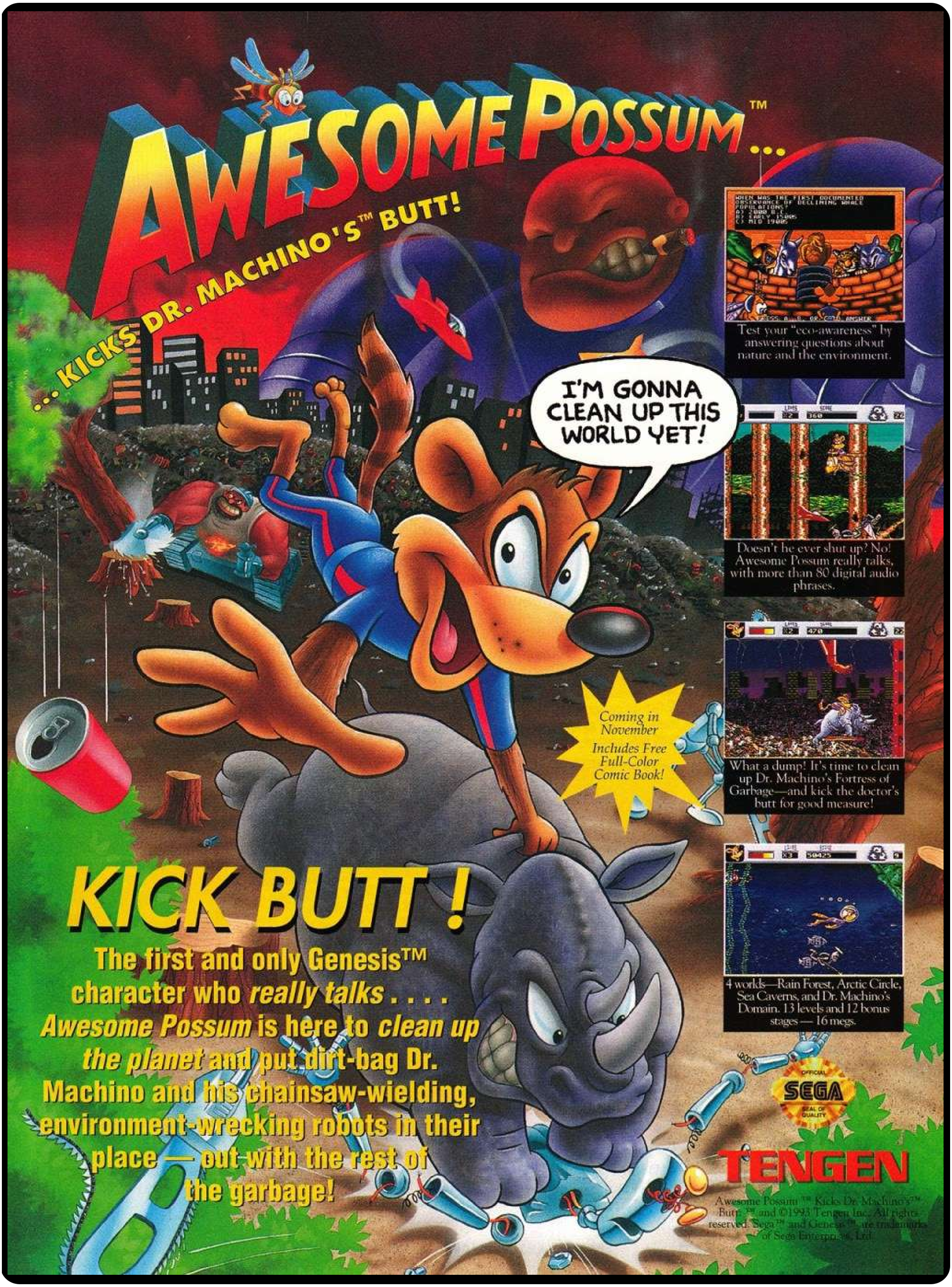
Awesome Possum borrows heavily from Sonic the Hedgehog, featuring an anthropomorphic possum who battles a mad scientist and his army of robots to save the world, and has the ability to spin to attack enemies.

The game includes environmental activist elements, with the character collecting empty bottles and cans instead of rings.

4.0

AWESOME POSSUM
KICKS DR. MACHINO'S BUTT
TM & © 1993 TENGEN, INC.

J N


AWESOME POSSUM™...
... KICKS DR. MACHINO'S™ BUTT!
I'M GONNA CLEAN UP THIS WORLD YET!
SEGA
TENGEN

Test your "eco-awareness" by answering questions about nature and the environment.

Doesn't he ever shut up? No! Awesome Possum really talks, with more than 80 digital audio phrases.

What a dump! It's time to clean up Dr. Machino's Fortress of Garbage—and kick the doctor's butt for good measure!

4 worlds—Rain Forest, Arctic Circle, Sea Caverns, and Dr. Machino's Domain. 13 levels and 12 bonus stages — 16 megs.

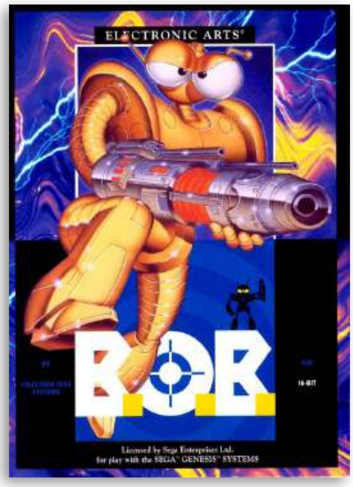
Coming in November
Includes Free Full-Color Comic Book!

KICK BUTT !

The first and only Genesis™ character who *really talks* . . . . *Awesome Possum* is here to *clean up the planet* and put dirt-bag Dr. Machino and his chainsaw-wielding, environment-wrecking robots in their place — out with the rest of the garbage!

Awesome Possum™ Kicks Dr. Machino's™ Butt™ and ©1993 Tengen Inc. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd.

B.O.B.


ELECTRONIC ARTS
B.O.B
Licensed by Sega Enterprises Ltd. for play with the SEGA GENESIS SYSTEMS

Rarity US: 4
Rarity EU: 4

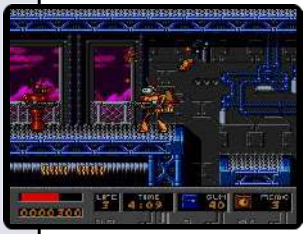
Developer	Foley Hi-Tech Systems
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) 1993 (eu) 1993
Genre	Run ‘n’ gun
Mode	1 Player

B.O.B. is a side-scrolling game, a 2D shooter and a platform game. The player can choose from a wide variety of weapons and gadgets called “remotes”, each with their own ammunition or stock.

B.O.B. uses the same game engine as the Wayne’s World video game, also developed by Gray Matter. Elements of the shooting, jumping, and boss battles are very similar between the two games.

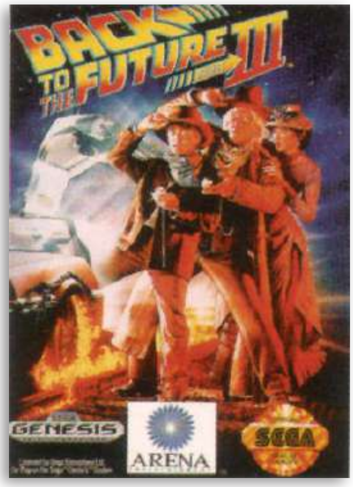
6.5

B.O.B.
Copyright © 1993 Chris Gray Enterprises, Inc. and Electronic Arts
Licensed by Sega Enterprises, Ltd.



J N P

Back to the Future Part III


BACK TO THE FUTURE III
GENESIS
ARENA
SEGA

Rarity US: 5
Rarity EU: 3

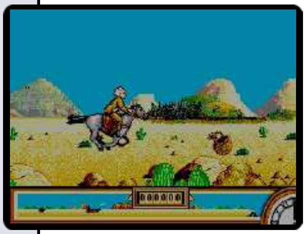
Developer	Probe Software
Publisher	Arena Entertainment, (eu) Image Works
Release date	(us) 1991 (eu) 1991
Genre	Action
Mode	1 Player

Back to the Future Part III is based on the film of the same name. The game is different from LJN’s Back to the Future Part II & III video game released for the NES.

The main game features four different levels: Rescue Clara, Target Shoot, Marty vs. Buford’s Men and The Train.

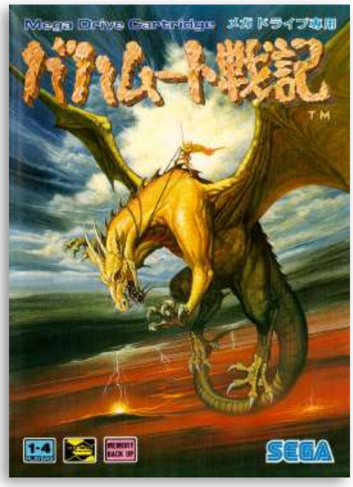
4.2

BACK TO THE FUTURE III
PRODUCED BY PROBE SOFTWARE LTD.
PRESS START TO PLAY



N P B

Bahamut Senki

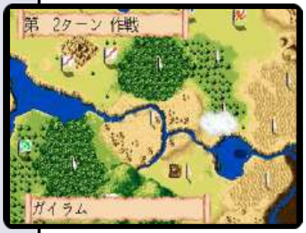

Mega Drive Cartridge メガドライブ専用
バハムート戦記
SEGA

Developer	Sega AM7
Publisher	Sega
Release date	(jp) March 9, 1991
Genre	Tactical role-playing
Mode	1-4 Players

Bahamut Senki offers a unique soundtrack for each of the many playable “races” in the game, and has various levels of gameplay that ranged from arcade Archon-style creature-on-creature combat to strategy similar to Koei’s strategy games like Gemfire and Nobunaga’s Ambition. Multi-player games are also an option, given the variety that the game offered with the occasional arcade action battle to break up the quiet strategy and planning.

7.6

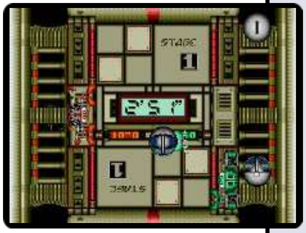
バハムート戦記
PUSH START BUTTON
©SEGA 1991


第 2ターン 作戦
ガイラム

J

3.1

BALL JACKS
PRESS START
namco
©1993 NAMCO LTD., ALL RIGHTS RESERVED.



J P

Ball Jacks

Developer	Namco
Publisher	Namco
Release date	(eu) 1993
Genre	Sports
Mode	1-2 Players

Ball Jacks is a “sports game” with a unique sport involving grabbing balls from a conveyor belt on end end of the screen and dropping them into another.

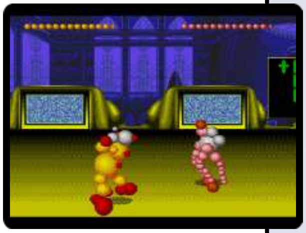
There are several modes: a world championship against increasingly tougher opponents, a multiplayer versus mode, a training mode, and a time trial where the time limit is the only foe.

MEGA DRIVE
BALL JACKS
namco
16-BIT CARTRIDGE
SEGA

Rarity EU: 4

5.4

ballz
1 PLAYER GAME
2 PLAYER GAME
OPTIONS
CONTROLLER



N P B

Ballz 3D: Fighting at its Ballziest

Developer	PF Magic
Publisher	Accolade
Release date	(us) 1994 (eu) 1994
Genre	Fighting
Mode	1-2 Players

Ballz 3D, or just Ballz is a fighting game. The characters are made up of spheres of various sizes, which change to attempt to simulate 3D characters with smooth animations, similar to Vectorman.

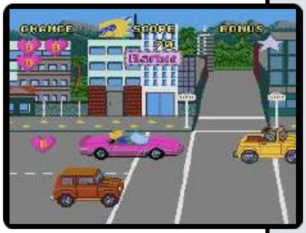
The game was originally intended for use with the Edge 16, a modem system for multiplayer gaming which was eventually cancelled.

SEGA GENESIS
Ballz
3D
FIGHTING AT ITS BALLZIEST
MA-13
SEGA
ACCOLADE

Rarity US: 3
Rarity EU: 3

2.9

Barbie
Super Model


CHANCE
SCORE
BONUS

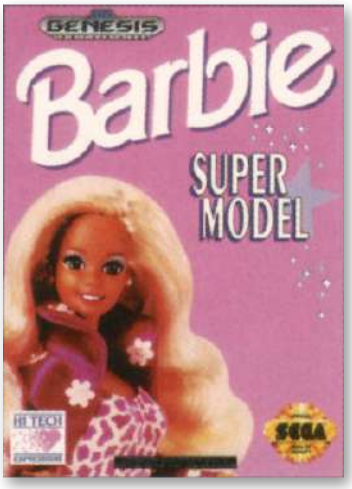
N

Barbie: Super Model

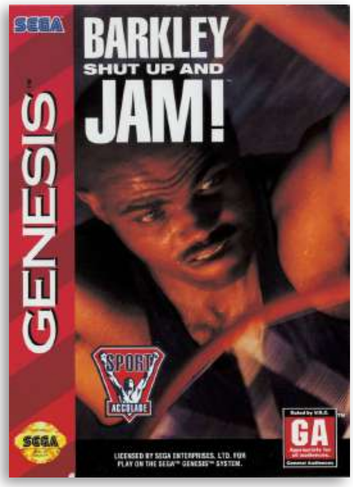
Developer	Tahoe Software
Publisher	Hi Tech Expressions
Release date	(us) 1992
Genre	Action, Edutainment
Mode	1-2 Players

Barbie: Super Model is a one or two player multiplayer educational action game that allows the player to play as Barbie. The main part of the game comprises very simple arcade-style sequences. In each level, the player must navigate from one end of a horizontally scrolling area to the other, avoiding all of the obstacles and potential hazards coming towards the main character.

The game garnered mixed reviews upon release.


GENESIS
Barbie
SUPER MODEL
HI TECH
SEGA

Rarity US: 3


SEGA
GENESIS
BARKLEY
SHUT UP AND
JAM!
SPORT
ACCOLADE
GA

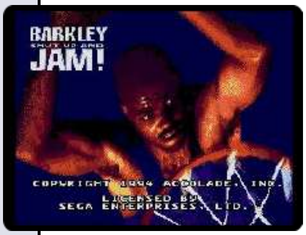
Rarity US: 1
Rarity EU: 5

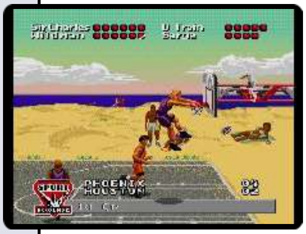
Barkley Shut Up and Jam!

Developer	Accolade
Publisher	Sport Accolade
Release date	(us) 1993 (eu) April, 1994
Genre	Sports
Mode	1-4 Players

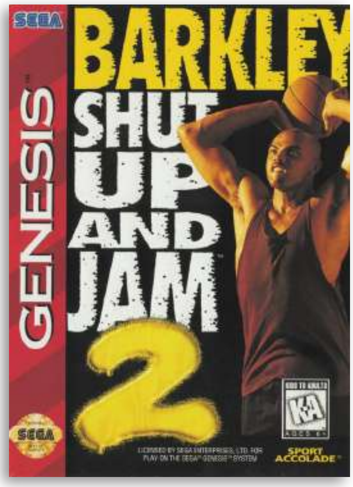
Barkley Shut Up and Jam!, known in Japan as Barkley's Power Dunk, features former NBA MVP Charles Barkley as he slams and jams in the downtown basketball courts of different NBA cities. The gameplay is similar to NBA Jam. is a 1993 basketball video game developed by Accolade for the Sega Genesis and Super Nintendo Entertainment System.

5.5


BARKLEY
SHUT UP AND
JAM!
COPYRIGHT 1994 ACCOLADE, INC.
LICENSED BY
SEGA ENTERPRISES, LTD.


PHOENIX
HOUSTON

N P


SEGA
GENESIS
BARKLEY
SHUT
UP
AND
JAM
2
SPORT
ACCOLADE

Rarity US: 3

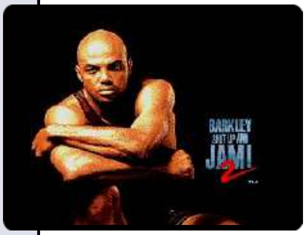
Barkley Shut Up and Jam! 2

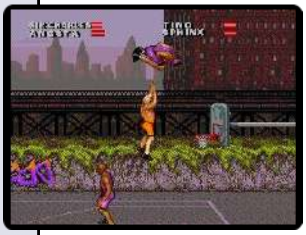
Developer	Accolade
Publisher	Sport Accolade
Release date	(us) June, 1995
Genre	Sports
Mode	1-4 Players

The game is again played from a horizontal perspective as the player and its teammate try to outscore the competition using any means necessary. Players can choose from ten "streetwise" players, not including Sir Charles himself, as they play in either an exhibition game or tournament.

Digitized voice samples of Charles Barkley offer either words of encouragement or ridicule while they play.

6.0


BARKLEY
SHUT UP AND
JAM!
2



N

GENESIS
Barney's
HIDE & SEEK
GAME
SEGA
GA

Rarity US: 3

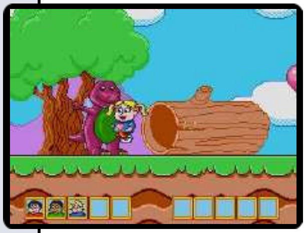
Barney's Hide and Seek Game

Developer	Realtime Associates
Publisher	Sega
Release date	(us) 1993
Genre	Edutainment, Platformer
Mode	1 Player

Barney's Hide and Seek was released exclusively to North American and South American markets. It was based on the children's television series Barney & Friends. Educational concepts taught in the game include counting, matching, and problem solving. There is a self-play feature that guides the player to the objective when he or she is not playing.

4.7

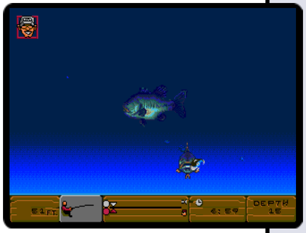
Barney's
Hide & Seek
Game



N B

6.1

BASS
MASTERS
Classic
PRESS START



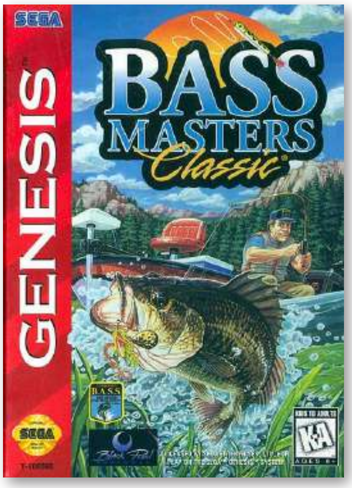
N

Bass Masters Classic

Developer Black Pearl Software
Publisher Black Pearl Software
Release date (us) 1995
Genre Sports
Mode 1 Player

Bass Masters Classic consists of five 3-day tournaments at four lakes. The mission is to catch as much large bass as possible. Once the day of the fishing tournament is over, the five largest bass that were caught get weighed and are compared to the other fisherman's catches. The one with the heaviest catch is the winner.

"mobygames.com"


SEGA
GENESIS
BASS
MASTERS
Classic

Rarity US: 3

6.8

BASS Masters
CLASSIC
PRO EDITION
BASS Masters Classic™ and
BASS ANGLERS SPORTSMAN
SOCIETY® are registered
trademarks of B.A.S.S.® Inc.
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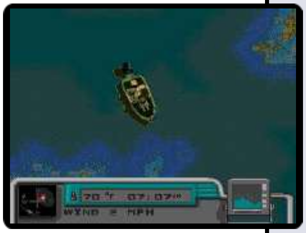
Licensed by
SEGA ENTERPRISES, LTD.
GAME DESIGN
Todd Tomlinson Dan Burke
Push Start



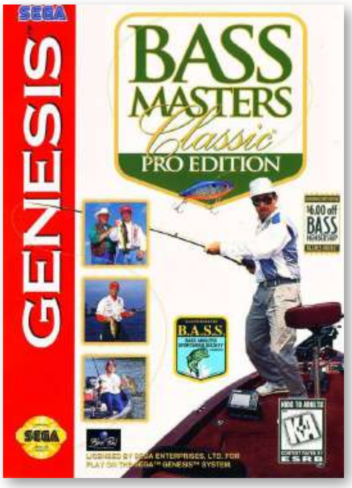
N

Bass Masters Classic: Pro Edition

Developer Black Pearl Software
Publisher Black Pearl Software
Release date (us) December 31, 1996
Genre Sports
Mode 1 Player

This game is basically an update to Bass Masters Classic. Updates involve adding 6 pro fishermen, five different lakes instead of four, an expanded lineup of different fishing equipment, 2 difficulty level settings, a zoom function, larger lakes, and new music tracks.

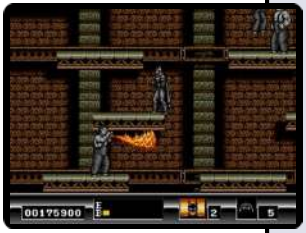
"mobygames.com"


SEGA
GENESIS
BASS
MASTERS
Classic
PRO EDITION

Rarity US: 5

6.9

BATMAN™
PUSH START BUTTON
©1990 SUNSOFT®
TM & ©1989 DC Comics Inc. All Rights Reserved



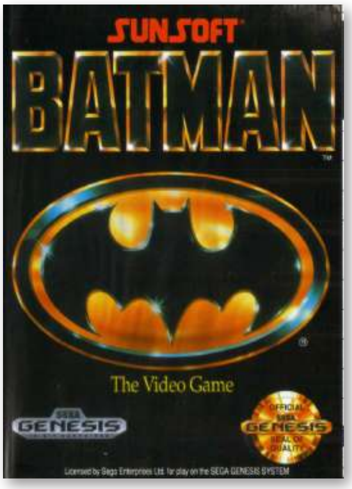
J N P

Batman

Developer Sunsoft
Publisher Sunsoft, (eu) Sega
Release date (us) July 19, 1990
(eu) 1992
Genre Run 'n' gun
Mode 1 Player

The Genesis version of Batman: The Video Game follows closely the plot from the 1989 movie. The game consists in six stages, four of side-scrolling platform action and two side-scrolling shooter levels. Batman can beat his enemies by punching them, slide kicking or throwing his Batarang. By holding down the B button, Batman will block projectile-based attacks.

"mobygames.com"


SUNSOFT
BATMAN
The Video Game
GENESIS

Rarity US: 3
Rarity EU: 3

SEGA
GENESIS
The Real Game Begins
BATMAN FOREVER
Acclaim

Rarity US: 2
Rarity EU: 2

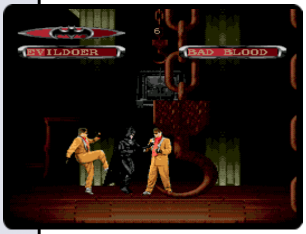
Batman Forever

Developer	Probe Entertainment
Publisher	Acclaim Entertainment
Release date	(us) September 7, 1995 (eu) October, 1995
Genre	Beat 'em up
Mode	1-2 Players

Batman Forever is a beat 'em up video game based on the movie of the same name. Though released by the same publisher at roughly the same time, it is an entirely different game from Batman Forever: The Arcade Game. The game is an usual hybrid of side-scrolling platformer and one-on-one fighter. Players make their way through levels that include some platform elements, but typically take on opponents one on one.

5.1

BATMAN FOREVER
PLAY THE GAME
1 PLAYER
CONTROL METHOD 1
MUSIC ON
MEDIUM


EVILDOER
BAD BLOOD

J N P B

GENESIS
BATMAN
RETURNS
SEGA

Rarity US: 2
Rarity EU: 2

Batman Returns

Developer	Malibu Interactive
Publisher	Sega
Release date	(us) 1992 (eu) 1992
Genre	Platformer
Mode	1 Player

Batman Returns is a platform game in which the Dark Knight must traverse five action-filled levels on his way to confront the Penguin. Besides run-and-jump action, there's also a lot of combat in the game, as many of the Penguin's henchmen stand in Batman's way. He can knock them out with punches and kicks and a number of extra weapons stored in his utility belt.

"mobygames.com"

6.1

START
OPTIONS
BATMAN
RETURNS
© 1992 SEGA
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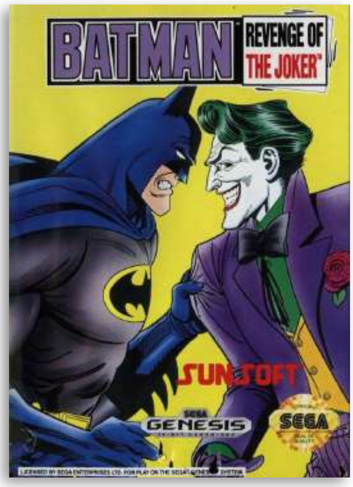
J N P B


BATMAN
REVENGE OF THE JOKER
SUNSOFT
GENESIS
SEGA

Rarity US: 5

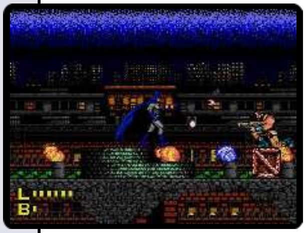
Batman: Revenge of the Joker

Developer	Sunsoft, Ringler Studios
Publisher	Sunsoft
Release date	(us) December 31, 1992
Genre	Platformer
Mode	1 Player

Batman: Revenge of the Joker, a remake of the NES Return of the Joker, is the follow-up to Sunsoft's first Batman game on the NES. Unlike that game, which was based on the 1989 Batman film, Revenge of the Joker is entirely self-contained and based more on the modern comic book iteration of Batman. Batman must survive several side-scrolling levels, as well as defeat five boss levels, to ensure that Gotham is safe.

5.3

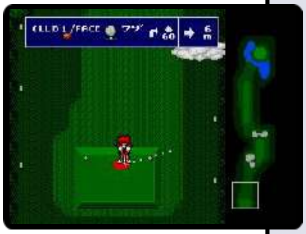
BATMAN
Revenge of The Joker



N

5.6

BATTLE GOLFER 唯
PUSH START BUTTON
ADVENTURE MODE
GOLF PLAY MODE
©SEGA 1991



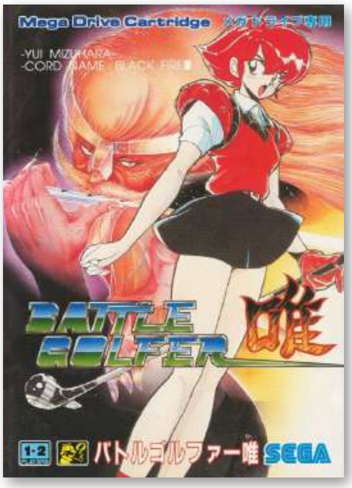
J

Battle Golfer Yui

Developer	Santos
Publisher	Sega
Release date	(jp) February 15, 1991
Genre	Sports
Mode	1-2 Players

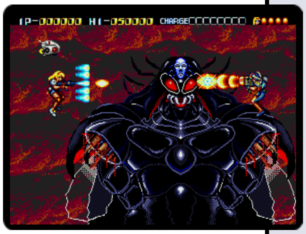
Battle Golfer Yui essentially combines a traditional golf tournament with a plot by a mad professor to take over the world while using that golf tournament as its legitimate front. Yui Mizuhara and Ran Ryuzaki are two normal high school girls who are excellent at golf so they get drafted for this assignment.

Players can talk to their opponents before teeing against them in oddly-themed golf courses.


Mega Drive Cartridge メガドライブ専用
YUI MIZUHARA
CORD NAME: BLACK FREE
BATTLE GOLFER 唯
バトルゴルファー唯
SEGA

8.4

バトルマニア
大吟醸
©VIC TOKAI 1993
PUSH START BUTTON



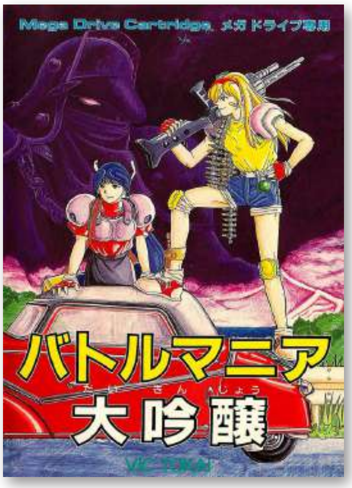
J

Battle Mania Daiginjō

Developer	Vic Tokai
Publisher	Vic Tokai
Release date	(jp) December 24, 1993
Genre	Shooter
Mode	1 Player

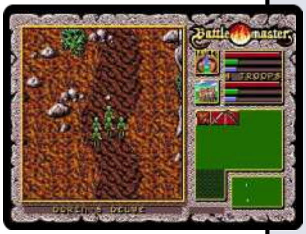
Battle Mania Daiginjō, sequel to Trouble Shooter, is a horizontal side-scrolling shoot-'em-up. The graphics have been improved since the original Battle Mania and the game uses more anime styled art direction than its predecessor.

Battle Mania Daiginjō is widely coveted by video game collectors and is one of the most expensive Sega Mega Drive games today. Vic Tokai had a limited print run of this title and it is very difficult to find complete.


Mega Drive Cartridge メガドライブ専用
バトルマニア
大吟醸
VIC TOKAI

4.7

Battle master
PUSH START BUTTON
LICENSED BY SEGA ENTERPRISES LTD
(C) MIRRORSOFT 1991
ARENA ENTERTAINMENT IS A TRADENAME OF MIRRORSOFT LTD
SEGA GENESIS VERSION BY NICK PELLING

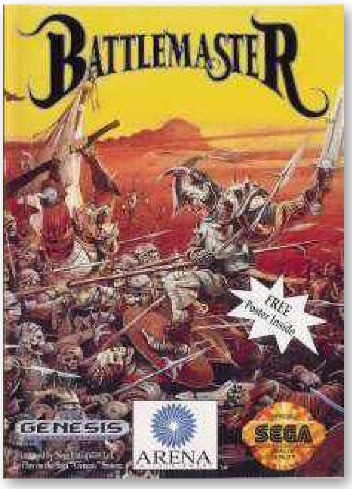

Battle master
TROOPS

N

Battle Master

Developer	Nick Pelling
Publisher	Arena Entertainment
Release date	(us) 1991
Genre	Action, Strategy
Mode	1 Player

Battle Master is a 1990 fantasy action adventure game designed by Mike Simpson and Simon Jonesfor PSS. The game is a squad-based fantasy action-adventure viewed from a top-down isometric perspective. The player controls a champion who must battle evil forces to conquer four kingdoms, uniting the four kings' crowns and presenting them to the Watcher in order to restore the world to peace.


BATTLEMASTER
FREE Poster Inside
GENESIS
ARENA
SEGA

Rarity US: 3

ELECTRONIC ARTS
1 player or 2 player simultaneous
BATTLE SQUADRON
GENESIS

Rarity US: 5
Rarity EU: 4

Battle Squadron

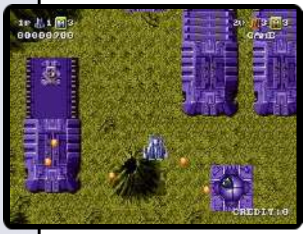
Developer	Innerprise Software
Publisher	Electronic Arts
Release date	(us) 1990 (eu) 1990
Genre	Shooter
Mode	1-2 Players

Battle Squadron, sequel to Hybris, is a vertically scrolling shooter for the Amiga and ported a year later to the Sega Mega Drive console, for one or two players.

Players play the game from the perspective of elite fighter pilots of the Earth Defense Fleet, known as the Battle Squadron, sent to rescue two human agents from the clutches of the ruthless alien empire, known as the Barrax.

5.6

BATTLE SQUADRON



N P B

SEGA
BATTLETECH
A GAME OF ARMORED COMBAT
16 MEGS
GENESIS
Extreme
GA

Rarity US: 3

Battletech: A Game of Armored Combat

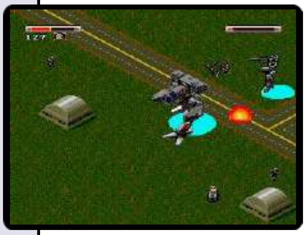
Developer	Malibu Games
Publisher	Extreme Entertainment
Release date	(us) December 31, 1994
Genre	Simulation
Mode	1-2 Players

The first Battletech based game to be released for the Sega Genesis, it was originally titled simply Battletech, but was later ported to the Super NES by Activision as Mechwarrior 3050. The Sega Genesis and Super NES versions are nearly identical, except for their titles.

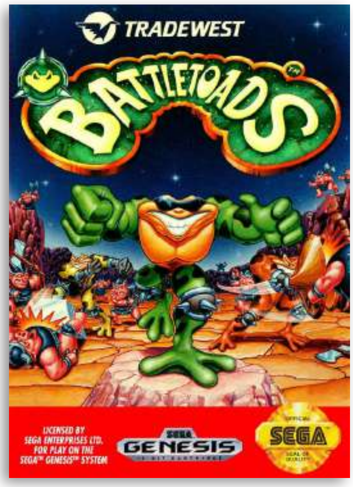
The game is viewed in an isometric view as opposed to the first person view of the previous game.

7.1

PRESS START TO PLAY
BATTLETECH
1P START
DUAL START
OPTIONS



N


TRADEWEST
BATTLETOADS
GENESIS
SEGA

Rarity US: 4
Rarity EU: 4

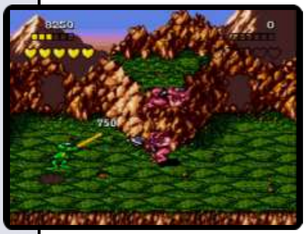
Battletoads

Developer	Rare
Publisher	Tradewest, Sega
Release date	(us) 1991 (eu) March 26, 1993
Genre	Action, Beat 'em up
Mode	1-2 Players

Battletoads, originally released for the NES in 1991, star three anthropomorphic toads named after skin conditions, Rash, Zitz, and Pimple. The series was created to rival the Teenage Mutant Ninja Turtles games. Players control a battletoad through various levels. Some are side-scrolling beat-em-ups, other are vertical drops down a shaft, fighting as they go, others have them riding a rocket, shooting or avoiding enemies.

6.8

BATTLETOADS
1 PLAYER
2 PLAYERS
PRESS START BUTTON

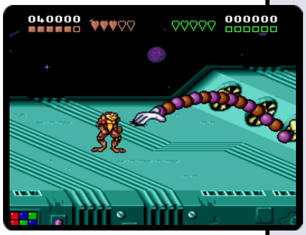


J N P B

Battletoads & Double Dragon

7.4

BATTLETOADS
DOUBLE DRAGON
THE ULTIMATE TEAM
PRESS START
™ © 1993 RARE LTD.
LICENSED TO TRADEWEST, INC.
BY RARE COIN-IT, INC.



N

Developer	Rare
Publisher	Tradewest
Release date	(us) September, 1993
Genre	Beat ‘em up
Mode	1-2 Players

Battletoads & Double Dragon, a port from a NES release, is a crossover of both Technos Japan’s Double Dragon and Rare’s own Battletoads game franchises, although Technos had little or no credited involvement in the production of the game outside of the Double Dragon license. The game features the characters from the Double Dragon series, Bimmy and Jimmy Lee, and the three protagonists from the Battletoads game.

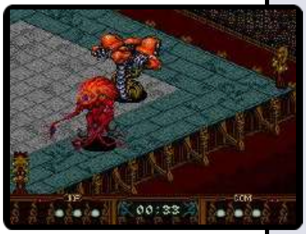
SEGA
GENESIS
THE ULTIMATE TEAM IN THE ULTIMATE GAME!
BATTLETOADS
DOUBLE DRAGON
TRADEWEST
GA

Rarity US: 4

Beast Wrestler

3.1

Beast Wrestler
PRESS START BUTTON
TELENET JAPAN Co.,Ltd.
LICENSED by SEGA : 1991

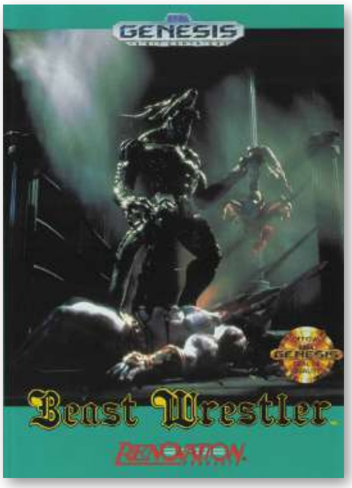


J N

Developer	Riot
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) October 14, 1991
Genre	Fighting
Mode	1-2 Players

Beast Wrestler is a one-on-one fighting game that allows beasts and dragons to battle each other using an isometric view. Despite the fantastical appearance of the beasts, the video game takes place in a science fiction futuristic environment. The Japanese version of the instruction manual sets it in the year 2020.

Gaming website Sega-16 gave the game a 30% rating, saying it suffers from “bad hit detection.”

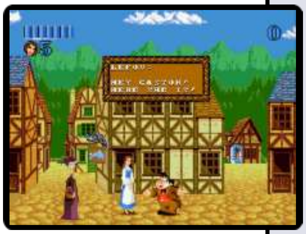

GENESIS
Beast Wrestler
RENOVATION

Rarity US: 3

Beauty & The Beast: Belle’s Quest

5.3

Disney's
Beauty and the Beast



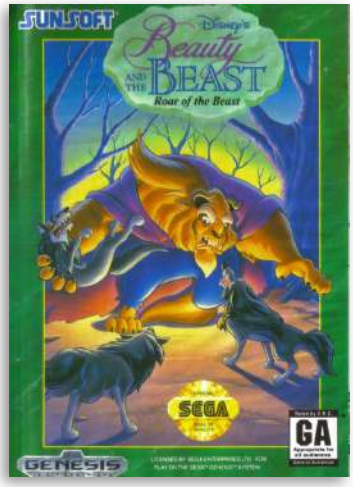
N

Developer	Software Creations
Publisher	Sunsoft
Release date	(us) 1993
Genre	Action-platformer
Mode	1 Player

As Belle, the player must reach the Beast’s castle and break the spell to live happily ever after. To succeed, she must explore the village, forest, castle, and snowy forest to solve puzzles and mini-games while ducking or jumping over enemies. Characters from the film like Gaston can help the player past tricky situations.

SUNSOFT
Disney's
Beauty and the Beast
Belle's Quest
SEGA
GENESIS
GA

Rarity US: 3


SUNSOFT
Disney's
Beauty and the Beast
Roar of the Beast
SEGA
GA
GENESIS

Rarity US: 3

Beauty & The Beast: Roar of the Beast

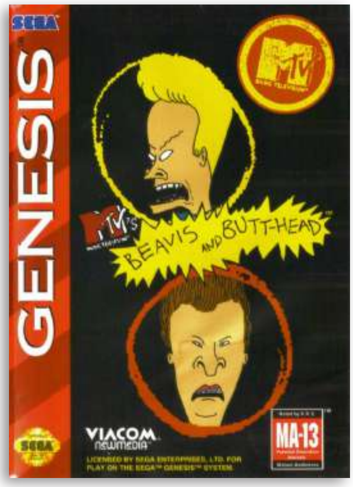
Developer	Software Creations
Publisher	Sunsoft
Release date	(us) 1993
Genre	Action-platformer
Mode	1 Player

As the Beast, the player must successfully complete several levels, based on scenes from the film, in order to protect the castle from invading villagers and forest animals and rescue Belle from the evil Gaston. Intermission screenshots between each level help to move the story along, as do mini-games. The Beast can crouch, jump, swing his fists, and use a special roar attack that will freeze the enemies for a brief period.

4.6

Disney's
Beauty and the Beast

N


SEGA
GENESIS
MTV
Beavis and Butt-head
VIACOM newmedia
MA-13

Rarity US: 3
Rarity EU: 4

Beavis and Butt-head

Developer	Radical Entertainment
Publisher	Viacom New Media
Release date	(us) 1994
	(eu) 1994
Genre	Action
Mode	1-2 Players

This adaptation of the Beavis and Butt-Head series is a side-view action game with puzzle-solving elements. The goal is to find parts of a torn ticket to the GWAR concert, scattered across the game world. The protagonist duo visits locations such as Turbo Mall 2000, the street, Burger World, hospital, and others. Enemies can be defeated by farting and burping at them.

"mobygames.com"

6.4

MTV's
Beavis and Butt-head

N P

SEGA
SEGA CLUB
The Berenstain Bears
Camping Adventure
GENESIS
GA

Rarity US: 3

The Berenstain Bears' Camping Adventure

Developer	Realtime Associates
Publisher	Sega
Release date	(us) 1993
Genre	Action
Mode	1-2 Players

The Berenstain Bears' Camping Adventure is an action game by Realtime Associates and Sega for the Sega Mega Drive and Sega Game Gear tying into the The Berenstain Bears franchise. Players take the role as either Sister Bear or Brother Bear exploring a campground infested with enemies they can destroy by picking up and using items such as rocks.

"mobygames.com"

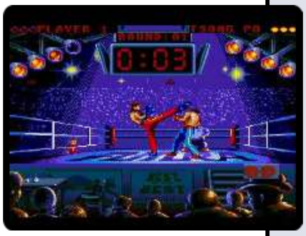
6.5

The Berenstain Bears'
Camping Adventure
Sister Bear Start
Brother Bear Start
2 Player Start
Options
Press Start

N B

5.9

The KICK BOXING
PRESS START BUTTON
© 1992 SEGA
© 1992 LORICIEL



J N

Best of the Best: Championship Karate

Developer	Loriciel
Publisher	Electro Brain, (jp) Micro World
Release date	(us) 1993
Genre	Fighting
Mode	1-2 Players

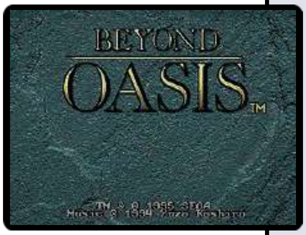
Best of the Best: Championship Karate is a kick boxing game that features black belt kick boxing masters. The object is to win the kick boxing championship by defeating an array of kick boxing masters in a series of fighting matches.

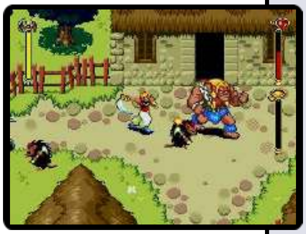
The game is one of the few games to offer support for the Sega Activator motion controller.

SEGA
GENESIS
BEST OF THE BEST
ELECTRO BRAIN
GA

Rarity US: 2

8.4


BEYOND OASIS™

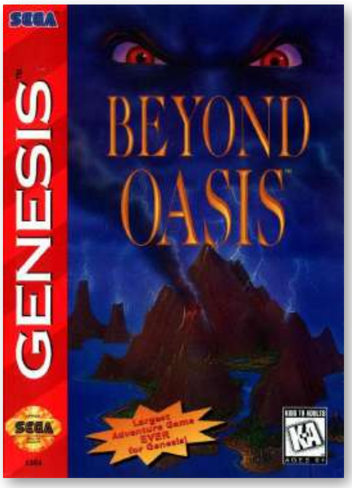


J N P

Beyond Oasis

Developer	Ancient
Publisher	Sega
Release date	(us) March, 1995
	(eu) March 15, 1995
Genre	Action-adventure
Mode	1 Player

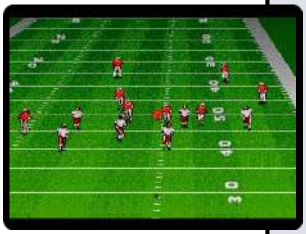
Beyond Oasis, also known in Japan as The Story of Thor: A Successor of The Light, has action adventure elements similar to The Legend of Zelda series. The player controls Prince Ali and takes him across the maps to fulfill his quest. Along the way the player picks up special items to restore health and magic, special weapons to help defeat enemies, and four magic spirits found in shrines to aid Prince Ali's mission.


SEGA
GENESIS
BEYOND OASIS
Largest Adventure Game EVER for Genesis!
KA

Rarity US: 4
Rarity EU: 4

6.9

BILL WALSH COLLEGE FOOTBALL
© 1993 Electronic Arts
Licensed by
Sega Enterprises Ltd.



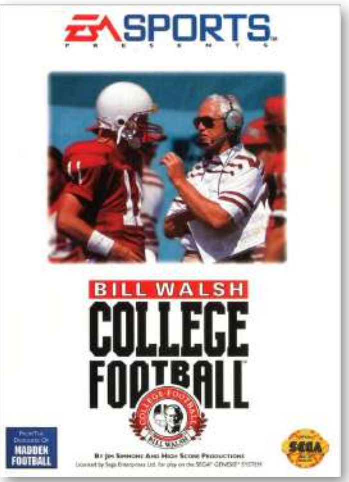
N P

Bill Walsh College Football

Developer	High Score Productions
Publisher	EA Sports
Release date	(us) 1993
	(eu) 1993
Genre	Sports
Mode	1-4 Players

Bill Walsh College Football is a American football game; one of the earliest videogames to deal with the sport at a college level.

The game features 24 teams from the 1992 season and 24 historical teams. Because EA Sports did not acquire the licensing for the names of the more famous schools, these teams carry the names of the school cities rather than the school names.


EA SPORTS
PRESENTS
BILL WALSH
COLLEGE FOOTBALL
MADDEN FOOTBALL
SEGA

Rarity US: 2
Rarity EU: 3

A unique, action-packed, high-seas adventure!

Experience the awesome power of your high speed performance boat! Pilot her across uncharted waters as Kenji Ohara pursues the evil "Dr. Orca," in search of his island hideaway. Save your kidnapped sister and destroy his diabolical plan to take over the world!

The challenges are formidable!

Evade and destroy his fleet of killer boats and choppers. Beware of the dreaded Bimini Triangle where strange sea creatures and wild sea conditions threaten your survival.

New generation games from Nuvision Entertainment!

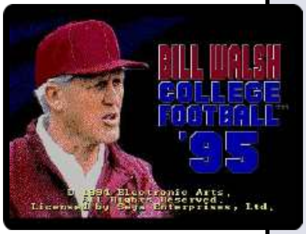
A breakthrough in realistic game experience presents new and exciting challenges and adventures for hundreds of hours of involving game play. A truly unique game for the Sega® Genesis™ System.

SEGA GENESIS

Licensed by Sega Enterprises, Ltd. for play on the SEGA GENESIS SYSTEM.

NUVISION
ENTERTAINMENT INC.
10 Westminster Road Andover, MA 01810 508-475-1576 fax 508-927-5273

6.2


BILL WALSH COLLEGE FOOTBALL '95
© 1994 Electronic Arts.
All Rights Reserved.
Licensed by Sega Enterprises, Ltd.

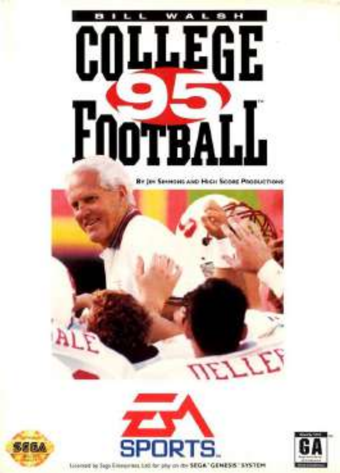
53 YARD KICK RETURN #88 FOR 23 YARDS

N

Bill Walsh College Football 95

Developer	High Score Productions
Publisher	EA Sports
Release date	(us) 1994
Genre	Sports
Mode	1-4 Players

Bill Walsh College Football '95 is the follow-up to Bill Walsh College Football. It features former NFL and then Stanford Cardinal football head coach Bill Walsh on the cover and several Stanford players. It also features the 1993 rosters of the college football teams featured.


BILL WALSH COLLEGE 95 FOOTBALL
EA SPORTS
SEGA
GA

Rarity US: 2

6.4

BIMINI RUN
▸ START
OPTIONS

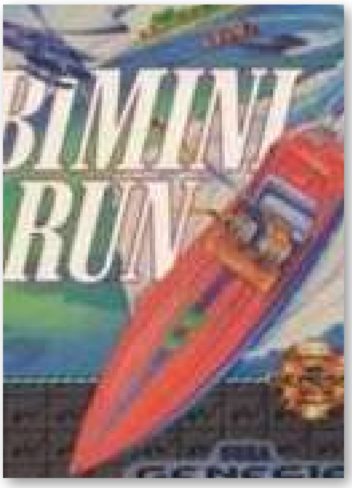
N

Bimini Run

Developer	Microsmiths
Publisher	Nuvision Entertainment
Release date	(us) October 10, 1990
Genre	Shooter
Mode	1-2 Players

Bimini Run is an early third person shooter/action for the Genesis. Since it was a two-player game, Bimini Run allowed both players to traverse a wide scrolling environment on objective based missions.

The player controls the boat's steering by Kenji and shooting a rapid-fire bazooka by Luka. The gameplay consists of moving around the map, completing objectives and shooting enemies who stand in the way.



Rarity US: 5

7.8

BIO-HAZARD Battle
© 1992 SEGA
Press START Button

J N P

Bio-Hazard Battle

Developer	Sega AM6
Publisher	Sega
Release date	(us) 1992 (eu) 1992
Genre	Shooter
Mode	1-2 Players

Bio-Hazard Battle features a 2D side-scrolling shoot 'em up style of gameplay. The player can move, shoot, dodge, and block. There is also an array of different weapons at the ships' disposal.

The game also features strong usage of deep, bass-heavy music tracks, creative and colorful artwork and foreground and background elements. D

GENESIS
BIO HAZARD BATTLE
SEGA

Rarity US: 2
Rarity EU: 3

Mega Drive Cartridge メガドライブ専用
宇宙戦艦
ゴモラ
UPL

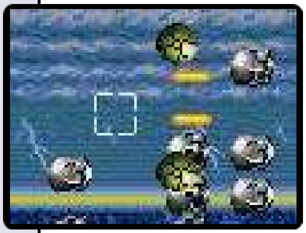
Bio-ship Paladin

Developer	Aisystem Tokyo
Publisher	UPL Limited
Release date	(jp) September 30, 1991
Genre	Shooter
Mode	1 Player

Bio-ship Paladin, essentially a standard horizontally scrolling shoot 'em up, has an innovation that makes it unique in the genre. The player flies a spaceship which has the standard forward guns to be found in all horizontal scrollers, but it also possesses a weapon that can be manually targeted with a crosshair, in the same manner as in the game Missile Command. This allows the player to fire in any direction with pinpoint accuracy, and adds an extra level of strategy to the game.

6.3

宇宙戦艦
ゴモラ
TM
PUSH START BUTTON
UPL
COMPANY LIMITED



J

Bishoujo Senshi Sailor Moon

Mega Drive Cartridge メガドライブ専用
美少女戦士
セーラームーン
ma-ba

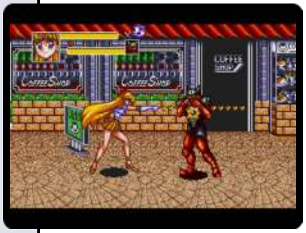
Developer	Arc System Works
Publisher	Ma-Ba
Release date	(jp) July 8, 1994
Genre	Beat 'em up
Mode	1 Player

Sailor Moon is a beat 'em up set in the first series of Sailor Moon, and the player takes control of one or two of the five heroines. Each Sailor Soldier has some sequences of blows, three aerial attacks (neutral, moving forward/backward, downward) and a special charge-up projectile.

The enemies are mostly the youma of the Dark Kingdom that appeared in the anime.

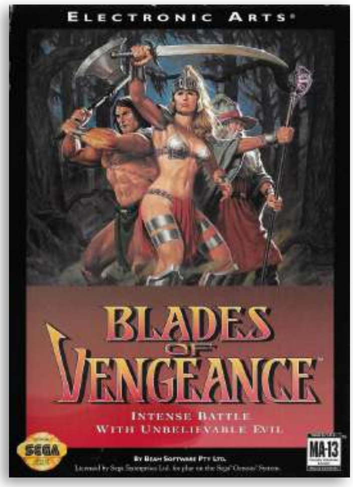
6.9

美少女戦士
セーラームーン
すたーと
おぷしょん
©MA-BA1994



J

Blades of Vengeance


ELECTRONIC ARTS
BLADES OF VENGEANCE
INTENSE BATTLE WITH UNBELIEVABLE EVIL
SEGA
MA-13

Rarity US: 2
Rarity EU: 4

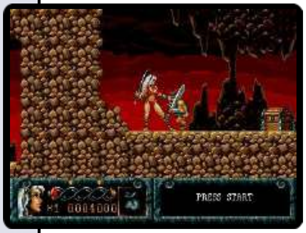
Developer	Beam Software, Creative Software Designs
Publisher	Electronic Arts
Release date	(us) 1993 (eu) 1993
Genre	Platformer
Mode	1-2 Players

In this game, one or two players can select one of three fantasy warriors to fight through a large range of platform levels in order to defeat the forces of darkness.

The levels were divided into three portions with the third being the boss level. After every boss battle, the players were taken to a shop where they could spend their silver coins on additional items for their inventory for the next levels.

7.7

Blades of Vengeance
One Player
Two Players


PRESS START

N P

5.8

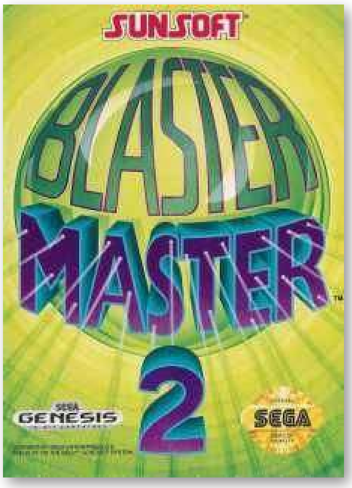
PRESS START
BLASTER MASTER 2
LICENSED BY SEGA ENTERPRISES LTD

N

Blaster Master 2

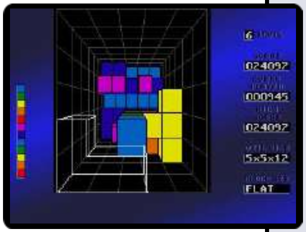
Developer	Software Creations
Publisher	Sunsoft
Release date	(us) 1993
Genre	Run 'n' gun
Mode	1 Player

The game is a sequel to the original Blaster Master originally published for the NES. It was published specifically for the North American market following the success of the first NES game in the same region. The staff of the original Japanese version of Blaster Master, titled Chô Wakusei Senki Metafight, had nothing to do with Blaster Master 2, and Sunsoft Japan did not release BM2 in Japan.


SUNSOFT
BLASTER MASTER 2
GENESIS
SEGA

Rarity US: 4

6.2

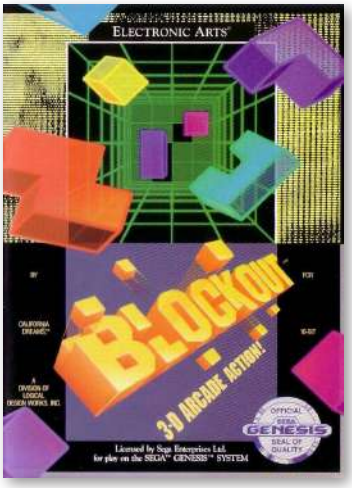

024092
000145
024092
5x5x12
FLAT

J N P B

Blockout

Developer	California Dreams, Electronic Arts
Publisher	Electronic Arts, (jp) Sega
Release date	(us) 1991 (eu) 1991
Genre	Puzzle
Mode	1-2 Players

Blockout is the logical extension of Tetris into the third dimension. In regular Tetris, the player manipulates a set of tetrominoes which fall into a two-dimensional pit (seen from the side). The aim is to solve a real-time packing problem by forming complete rows, which then disappear and score points. Poor play leads to incomplete rows, giving the player progressively less space and less time to play subsequent pieces.


ELECTRONIC ARTS
BLOCKOUT
3-D ARCADE ACTION!
GENESIS

Rarity US: 2
Rarity EU: 4

6.2

acclaim entertainment, inc presents
a domark software game
bloodshot
created by jim blackler
art by joe groombridge sound by mike ash
copyright 1994 domark software, ltd.
all rights reserved.
licensed by sega enterprises, ltd.

Sc P

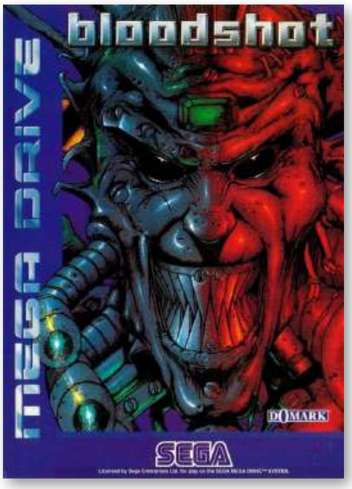
Blood Shot

Developer	Domark
Publisher	Domark
Release date	(eu) 1994
Genre	First-person shooter
Mode	1-2 Players

Bloodshot, known as Battle Frenzy in Germany, is notable for being a 3D first person shooter - one of the few available for the Sega Mega Drive.

Bloodshot was only released in Mega Drive cartridge form throughout Europe and Australia. It was exclusive to the Sega Channel in North America where it was called by its German name, Battle Frenzy.

"segaretro.org"


bloodshot
MEGA DRIVE
DOMARK
SEGA

Rarity EU: 4

メガドライブ専用
Blue Almanac
ブルーアルマナック
講談社総研

Blue Almanac

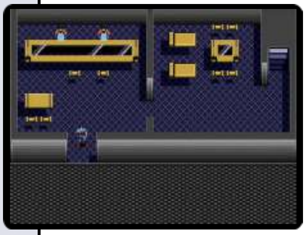
Developer	Hot B
Publisher	Kodansha
Release date	(jp) June 22, 1991
Genre	Role-playing
Mode	1 Player

Blue Almanac is a sci-fi Japanese-style RPG. The player's party encounters random enemies and fights them in turn-based combat. The combat is viewed from a side-scrolling perspective and both the player's and enemies' attacks are animated.

The game takes place over multiple planets and has an epic space story (similar to Phantasy Star II) that emphasizes substance over style with its minimalist graphics.

5.8

Blue Almanac
PUSH START BUTTON
©1991 講談社総研
©1991 HOT・B CO.,LTD.



J

BODYCOUNT
MEGA DRIVE
SEGA

Rarity EU: 6

Bodycount

Developer	Probe Software
Publisher	Sega
Release date	(eu) 1994
Genre	Light-gun
Mode	1-2 Players

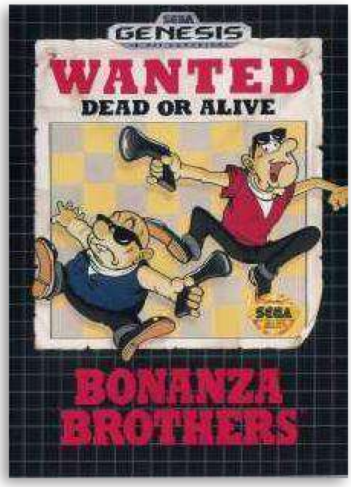
Body Count is a 1994 rail shooter for the Sega Genesis. It is one of the few games that make use of the Menacer light gun and the Mega Mouse. In the U.S. the game was released on the Sega Channel.

The player take the role of a lone soldier, who has to fight against aliens that have invaded the earth.

5.1

BODY COUNT
©1994 SEGA

Sc P B


GENESIS
WANTED
DEAD OR ALIVE
SEGA
BONANZA BROTHERS

Rarity US: 3
Rarity EU: 4

Bonanza Bros.

Developer	Sega
Publisher	Sega
Release date	(us) May 16, 1991 (eu) 1991
Genre	Platformer, Stealth
Mode	1-2 Players

Bonanza Bros. is a shooter, platform game where taking the role of one or both of the brothers, Robo and Mobo, who were modeled after The Blues Brothers. The object of the game is for the players to stealthily move inside a house avoiding guards, retrieve several objects and move to the roof where a blimp is expecting the player with the loot.

6.9

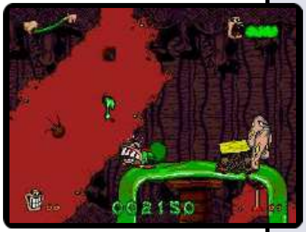
BONANZA BROS
SEGA
© SEGA 1990・1991

PRESS 2P START BUTTON
CREDITS 4

J N P B

6.7

BOOGERMAN
A PICK AND FLICK ADVENTURE
START
PASS
©1994 INTERPLAY PRODUCTIONS
LICENSED BY SEGA ENTERPRISES,LTD.



N P B

Boogerman: A Pick and Flick Adventure

Developer	Interplay
Publisher	Interplay
Release date	(us) 1994 (eu) January, 1995
Genre	Platformer
Mode	1 Player

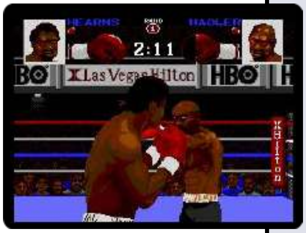
The gameplay of Boogerman operates as a simple side-scroller, with burp/fart ammunition, as well as booger ammunition. There are 20+ different levels, as well as a final boss level. Each level consists of a slight puzzle to finish to the end, and to accomplish this it is necessary to defeat foes, unique to each level.

SEGA
GENESIS
BOOGERMAN
A PICK AND FLICK ADVENTURE
Interplay
MA-13

Rarity US: 3
Rarity EU: 4

6.3

BOXING
LEGENDS OF
THE
RING
PRESS START


HEARNS
HAGLER
2:11
Las Vegas Hilton
HBO

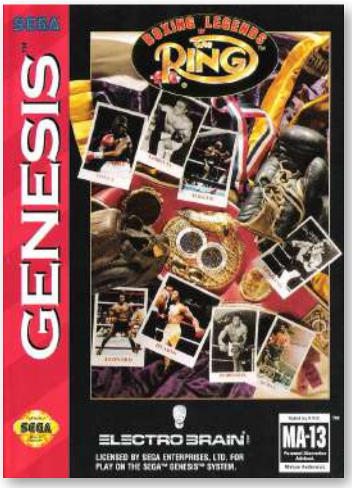
N

Boxing Legends of the Ring

Developer	Sculptured Software
Publisher	Electro Brain
Release date	(us) 1993
Genre	Sports
Mode	1-2 Players

The title of the game refers to the famous boxing magazine, The Ring, which the game is licensed to associate itself with. The boxers are represented by 2D sprites seen from over the shoulder of one of the fighters.

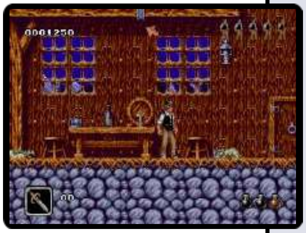
A special version was released in Mexico and the American Southwest called Chavez II; the game exchanged the English language words for Spanish and omitted some vocals.


SEGA
GENESIS
BOXING LEGENDS
THE RING
ELECTRO BRAIN
MA-13

Rarity US: 3
Chavez II: 4

5.0

BRAM STOKER'S
DRACULA



N P

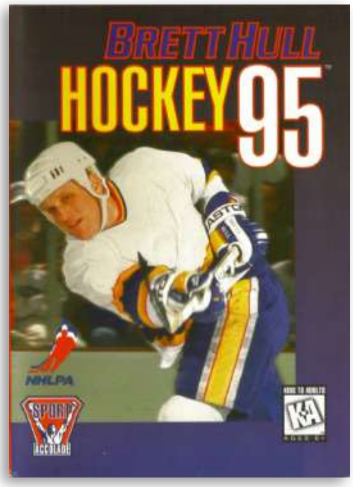
Bram Stoker’s Dracula

Developer	Traveller’s Tales
Publisher	Sony Imagesoft
Release date	(us) 1993 (eu) 1993
Genre	Action-platformer
Mode	1 Player

Based on the 1992 movie of the same name which in turn is based on the Bram Stoker novel. In the game the player takes on the role of Jonathan Harker. Throughout the levels, Abraham Van Helsing will help Jonathan in his quest by providing advanced weapons. The game is of the side-scrolling genre. In the game, Jonathan Harker travels through six different stages and fights various bosses, such as Lucy Westenra as a vampiress.

BRAM STOKER'S
Dracula
SONY IMAGESOFT
SEGA GENESIS
SEGA

Rarity US: 2
Rarity EU: 5


BRETT HULL
HOCKEY 95
NHLPA
SPORT ACCOLADE
K-A

Rarity US: 2

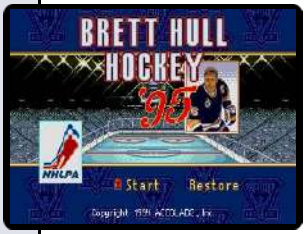
Brett Hull Hockey '95

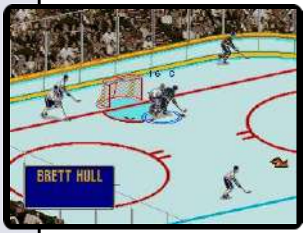
Developer	Radical Entertainment
Publisher	Sport Accolade
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

Brett Hull Hockey '95 is the sequel to the original Brett Hull Hockey. The gameplay options include Exhibition, Half Season, Full Season, Play-offs and All-Star.

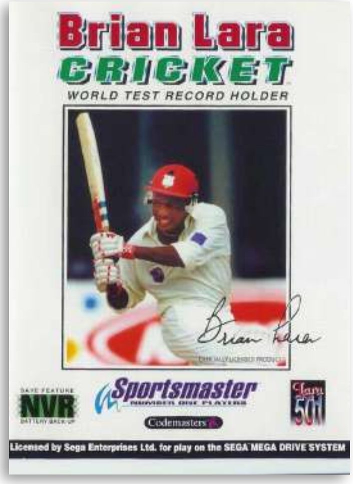
More than 600 authentic hockey players are used for this simulation game. Athletes are rated in skills related to skating, offense, defense, and goaltending skills. The "coach mode" allows players to customize the team in order to meet their gaming needs.

4.8


BRETT HULL
HOCKEY
'95
NHLPA
Start
Restore
Copyright 1994 ACCOLADE, Inc.



N


Brian Lara
CRICKET
WORLD TEST RECORD HOLDER
Sportsmaster
NVR
Codemasters
Licensed by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM

Rarity EU: 2

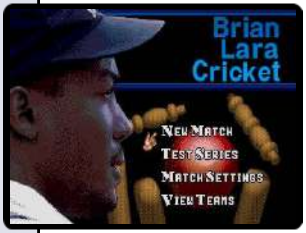
Brian Lara Cricket

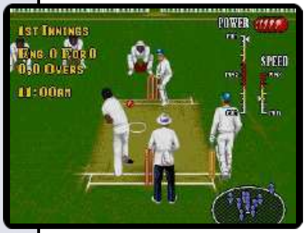
Developer	Audiogenic
Publisher	Sportsmaster
Release date	(eu) 1995
Genre	Sports
Mode	1-4 Players

Brian Lara Cricket is the first in a series of cricket games to be endorsed by Brian Lara. The game supports one to four players and has three modes of difficulty. It also features real player names such as Dion Nash, Michael Slater and Brian Lara. There are three main types of bowling in the game fast, spin and swing.

The Mega Drive version spent 10 weeks at number 1 in the UK games charts during the summer of 1995.

6.3


Brian
Lara
Cricket
New Match
Test Series
Match Settings
View Teams


1st Innings
POWER
SPEED
11:00am

P

BRIAN
LARA 96
CRICKET
Sportsmaster
90%
Licensed by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM

Rarity EU: 3
Rarity AU: 4

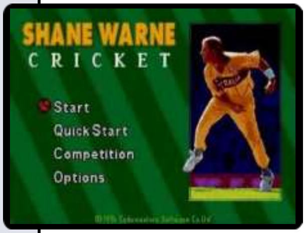
Brian Lara Cricket '96

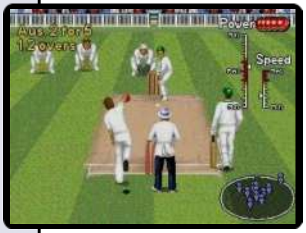
Developer	Audiogenic
Publisher	Sportsmaster
Release date	(eu) 1996
Genre	Sports
Mode	1-4 Players

Brian Lara Cricket '96, also known as Lara '96 and Shane Warne Cricket in Australia and New Zealand, is a follow up to Brian Lara Cricket.

The style and method of game play is almost identical to previous versions of the game. Lara '96 featured the updated player names and statistics of the 1997 cricket season. Notable additional features include the capability to play as English county sides and a player editor.

6.9


SHANE WARNE
CRICKET
Start
Quick Start
Competition
Options


Power
Speed

P

4.5

Brutal: Paws of Fury

Developer	Imagitec Design
Publisher	GameTek
Release date	(us) 1994
	(eu) 1994
Genre	Fighting
Mode	1-2 Players

BRUTAL
Paws of Fury
PRESS START
©1994 GAMETEK, INC.
LICENSED BY SEGA ENTERPRISES, LTD.
BRUTAL IS A REGISTERED TRADEMARK OF GAMETEK, INC.

N P

Originally a Sega CD exclusive, it was later ported to a number of gaming consoles. The game features a full cast of anthropomorphic animals as selectable fighters. The game also featured an ability to learn new moves and save them via a password feature.

GamePro remarked that the controls of the Genesis version are greatly improved from the Sega CD original, and that the action is much faster and more responsive.

SEGA
GENESIS
GAMETEK
BRUTAL
Paws of Fury
MA-13

Rarity US: 3
Rarity EU: 3

6.7

Bubba 'n' Stix

Developer	Core Design
Publisher	Core Design
Release date	(us) 1993
	(eu) 1994
Genre	Platformer
Mode	1 Player

BUBBA N STIX
Licensed by Sega Enterprises, Ltd.
Licensed for play on the Sega Genesis System
Copyright 1993, Core Design

N P

The player controls Bubba, a redneck character, who is accompanied by a sentient stick named Stix. Stix can be used in various ways to help Bubba defeat enemies and get past obstacles: for instance, Stix can be thrust into a hole in the side of a platform so that Bubba can climb higher.

The United States release featured a promotional tie-in with the Bubblicious bubble gum brand.

SEGA
GENESIS
WIN A SEGA CD
BUBBA N STIX
A STRATEGY ADVENTURE
CORE
GA

Rarity US: 3
Rarity EU: 5

6.2

Bubble And Squeak

Developer	Audiogenic
Publisher	Sunsoft
Release date	(us) 1994
	(eu) 1994
Genre	Platformer
Mode	1 Player

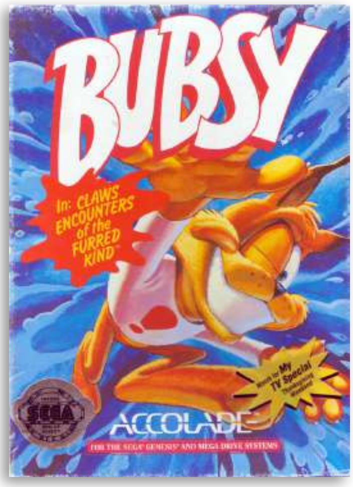
BUBBLE AND SQUEAK
LICENSED BY SEGA ENTERPRISES, LTD.

N P

It was originally developed by Fox Williams under the name Barney & Clyde, and they ported it to the Genesis for which it was published by Sunsoft under license from Audiogenic. The game is a childlike Sci-Fi fantasy platform game in which players control a little human boy named Bubble along with recent alien acquaintance Squeak. The Platform levels are separated by brief underwater scrolling shooter bonus segments.

SEGA
GENESIS
SUNSOFT
Bubble and Squeak
GA

Rarity US: 3
Rarity EU: 5


BUBSY
In: CLAWS ENCOUNTERS of the FURRED KIND
ACCOLADE

Rarity US: 2
Rarity EU: 2

Bubsy in: Claws Encounters of the Furred Kind

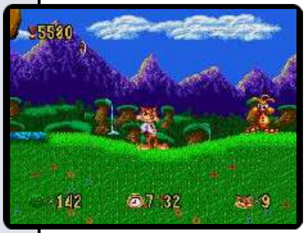
Developer	Solid Software, Al Baker & Associates
Publisher	Accolade
Release date	(us) 1993
	(eu) 1993
Genre	Platformer
Mode	1-2 Players

Bubsy is the first in a series of video games created by Michael Berlyn. The game is a platformer similar to Super Mario Bros. and Sonic the Hedgehog.

The plot of the first game focuses on a race of fabric-stealing aliens called “Woolies”, who have stolen the world’s yarn ball supply (especially Bubsy’s, who owns the world’s largest collection).

6.2

BUBSY
IN CLAWS ENCOUNTERS OF THE FURRED KIND
LICENSED BY SEGA ENTERPRISES, LTD.
©1992-1993 ACCOLADE, INC.


5580
142
7:32
9

N P

SEGA
GENESIS
BUBSY II
ACCOLADE
GA

Rarity US: 3
Rarity EU: 2

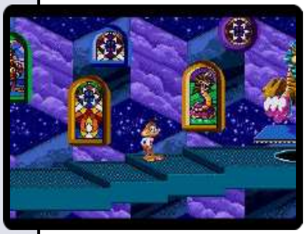
Bubsy II

Developer	Team Bubsy
Publisher	Accolade
Release date	(us) 1994
	(eu) 1994
Genre	Platformer
Mode	1-2 Players

Bubsy 2 was released shortly after the first game. In the game, the antagonist, Oinker P. Hamm, has created his “Amazatorium”, which actually saps information away from history, and puts it on display, for his personal profit. It’s up to the player to control Bubsy and stop this. The game features five levels; a music-themed world, a medieval era, an Egyptian area, an outer space zone, and an aerial zone.

5.7

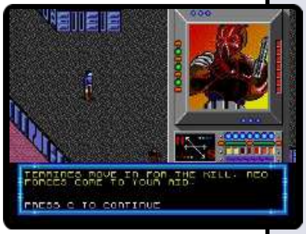
BUBSY II
Licensed by Sega Enterprises, Ltd.
©1993,1994 Accolade, Inc.



N P B

7.6

BUCK ROGERS



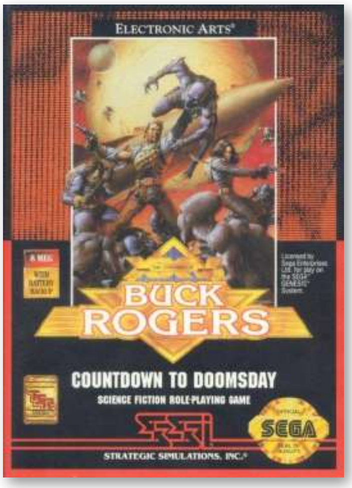
N P B

Buck Rogers: Countdown to Doomsday

Developer	Strategic Simulations
Publisher	Electronic Arts
Release date	(us) 1991 (eu) 1991
Genre	Tactical role-playing
Mode	1 Player

Buck Rogers: Countdown to Doomsday is a role-playing game set in the Buck Rogers XXVC game setting.

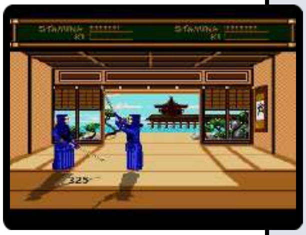
The game is a sci-fi role player, although it uses the same rules as AD&D (which was the case with its tabletop original). Classes and weapons are analogous to certain aspects of the system, but it is firmly rooted within its high-tech setting.


ELECTRONIC ARTS
BUCK ROGERS
COUNTDOWN TO DOOMSDAY
SCIENCE FICTION ROLE-PLAYING GAME
SSI
SEGA
STRATEGIC SIMULATIONS, INC.

Rarity US: 4
Rarity EU: 4

6.1

BUDOKAN
THE MARTIAL SPIRIT



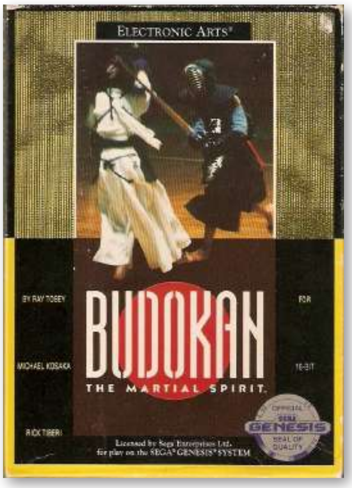
N P B

Budokan: The Martial Spirit

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) 1990 (eu) 1990
Genre	Fighting
Mode	1-2 Players

The title is a versus fighting game, pitting the player against other martial artists in a great tournament known as the Budokan at the Nippon Budokan in Tokyo.

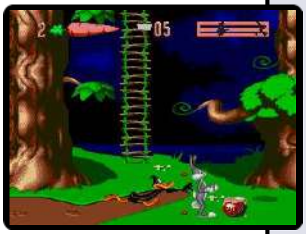
The 1991 December edition of GamePro cited Budokan as one of the worst games of 1991. The editors criticized the game for its bland gameplay and unrealistic simulation of the bo.


ELECTRONIC ARTS
BUDOKAN
THE MARTIAL SPIRIT
GENESIS

Rarity US: 4
Rarity EU: 4

6.1

PRESS START
OPTIONS
Bugs Bunny in DOUBLE TROUBLE

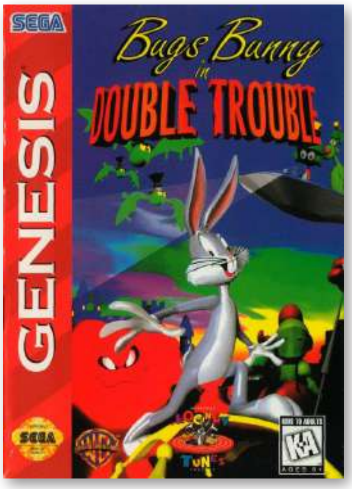


N P B

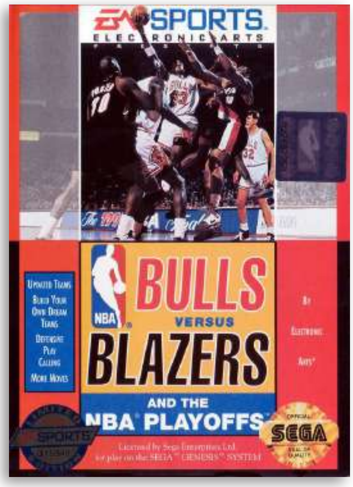
Bugs Bunny in Double Trouble

Developer	Atod AB, Climax Group, Probe Entertainment
Publisher	Sega
Release date	(us) 1996 (eu) 1996
Genre	Platformer
Mode	1 Player

Similarly to 1994's Mickey Mania: The Timeless Adventures of Mickey Mouse, the levels in this game are mainly based on individual Bugs Bunny cartoons from Warner Bros.' Looney Tunes and Merrie Melodies series, stringing them together by having Bugs trapped in a "Televisor" created by Yosemite Sam as a mad scientist.


SEGA
GENESIS
Bugs Bunny in DOUBLE TROUBLE
LOONEY TUNES

Rarity US: 4
Rarity EU: 5


EA SPORTS
ELECTRONIC ARTS
BULLS
VERSUS
BLAZERS
AND THE
NBA PLAYOFFS
SEGA

Rarity US: 1
Rarity EU: 4

Bulls versus Blazers and the NBA Playoffs

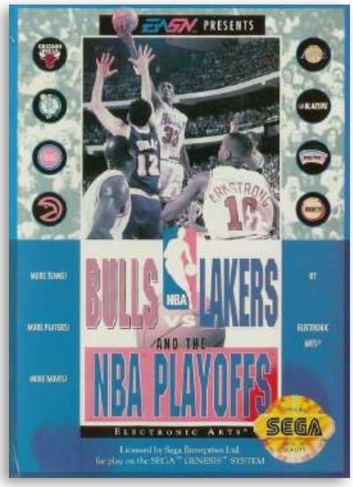
Developer	Electronic Arts
Publisher	EA Sports, (jp) Electronic Arts Victor
Release date	(us) 1993 (eu) 1993
Genre	Sports
Mode	1-2 Players

The game is the sequel to Bulls vs Lakers and the NBA Playoffs. Like its predecessor, the game's title refers to the previous season's NBA championship series, the 1992 NBA Finals match-up between the Chicago Bulls and Portland Trail Blazers. It was the first EA basketball game to feature in-game advertisements featuring the company's "EA Sports" logo.

6.6

BULLS vs.
BLAZERS
AND THE
NBA
PLAYOFFS
PRESS START TO BEGIN
© COPYRIGHT 1993 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD.

J N P


EASN PRESENTS
BULLS
VS
LAKERS
AND THE
NBA PLAYOFFS
ELECTRONIC ARTS
SEGA

Rarity US: 1
Rarity EU: 4

Bulls vs. Lakers and the NBA Playoffs

Developer	Electronic Arts
Publisher	EASN, (jp) Electronic Arts Victor
Release date	(us) 1992 (eu) 1991
Genre	Sports
Mode	1-2 Players

The game is a basketball game released exclusively for the Mega Drive. The game is the sequel to Lakers versus Celtics. The game's name refers to the previous season's NBA championship series, the 1991 NBA Finals matchup between the Chicago Bulls and Los Angeles Lakers.

6.1

ELECTRONIC ARTS®
PRESENTS
BULLS
VS
LAKERS
AND THE NBA
PLAYOFFS
NBA
PRESS START TO BEGIN
LICENSED BY SEGA ENTERPRISES LTD.

J N P

namco
GENESIS
BURNING FORCE

Rarity US: 2
Rarity EU: 5

Burning Force

Developer	Namco
Publisher	Namco
Release date	(us) 1990 (eu) 1991
Genre	Shooter
Mode	1 Player

In Burning Force, the player controls a 21-year-old space cadet named Hiromi Tengenji, who as part of her final training, must battle high-tech enemies through five worlds of four areas on a futuristic airbike named "Sign Duck". The gameplay is similar to that of Sega's Space Harrier, but the worlds are divided into four areas and there is no vertical mobility making the game different in its own right.

6.9

BURNING FORCE
PRESS START BUTTON
© 1989 1990 NAMCO LTD.
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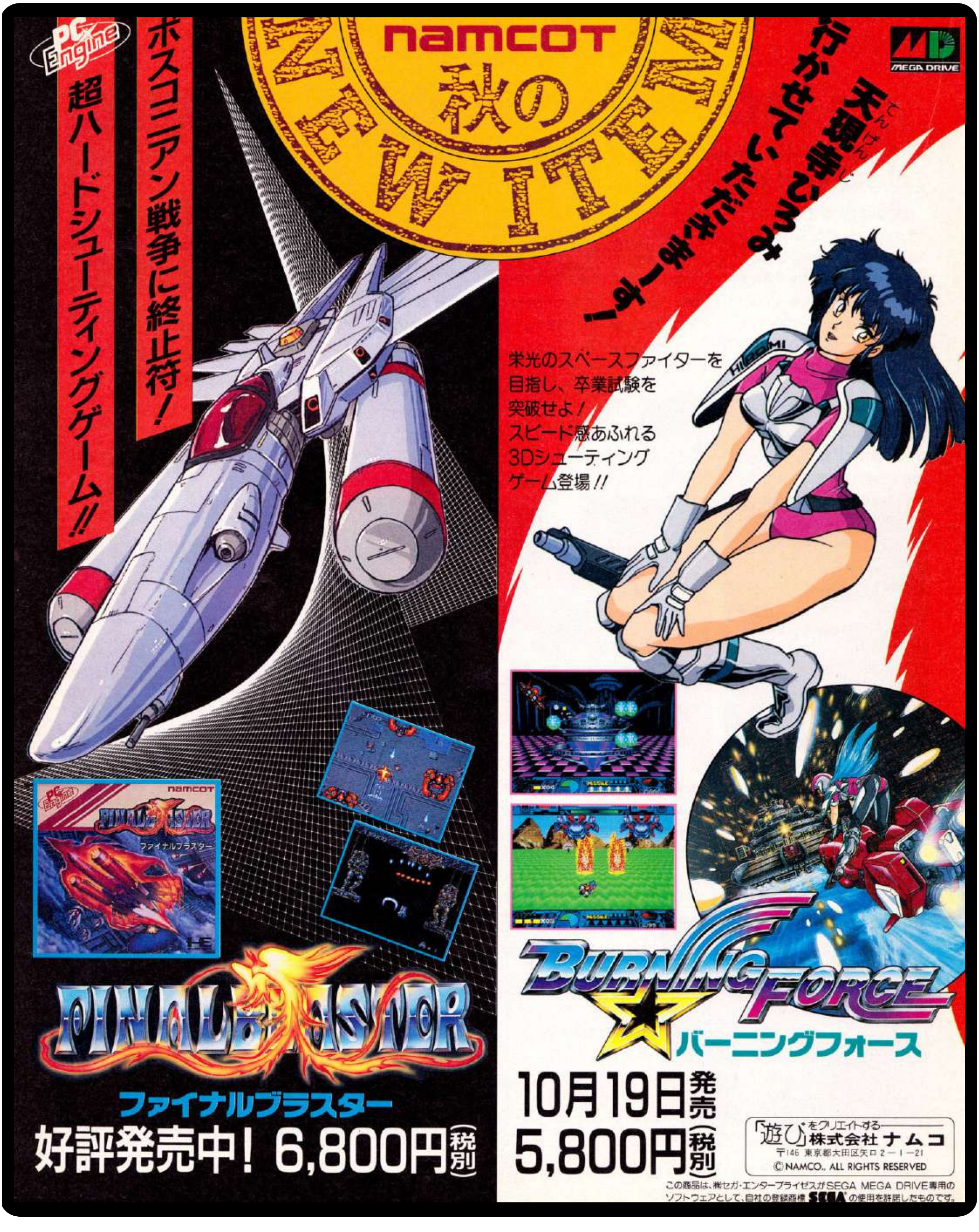
namco

1UP
HI-SCORE

J N P B


PC Engine
namcot
秋の
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MD
MEGA DRIVE
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超ハードシューティングゲーム!!
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てんげんじ
行かせていただきまーす！
HIROMI
namcot
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ファイナルブラスター
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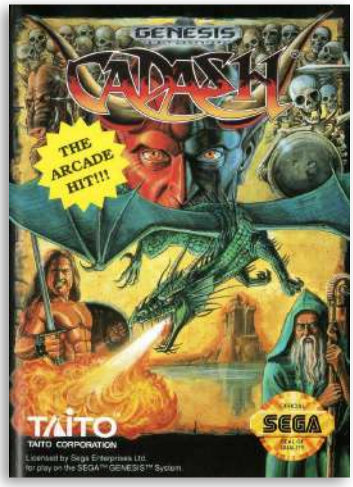

GENESIS
CADASH
THE ARCADE HIT!!!
TAITO
TAITO CORPORATION
SEGA

Rarity US: 2

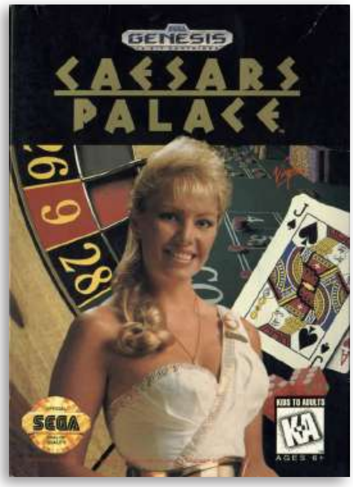
Cadash

Developer	Taito
Publisher	Taito
Release date	(us) 1992
Genre	Platformer
Mode	1-2 Players

The game was originally an arcade game released by Taito in 1989, later ported to the Genesis. Cadash is an early example of what would become a fairly common trend in Japanese-made arcade games of the early 1990s: the "platform-RPG". Cadash borrows many principles of Zelda II: The Adventure of Link's gameplay, combining side-scrolling platform action with an RPG system of statistics, levels, money and magic.

6.7

CADASH
PRESS START BUTTON
TAITO
© TAITO 1992
LICENSED BY SEGA ENTERPRISES LTD.


GENESIS
CAESARS PALACE
SEGA

Rarity US: 3

Caesars Palace

Developer	Illusions
Publisher	Virgin Games
Release date	(us) March, 1993
Genre	Casino
Mode	1 Player

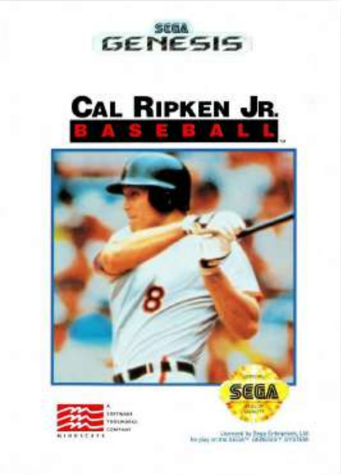
Caesars Palace, known Super Caesars Palace on the SNES, is the follow-up to Virgin's previous Caesars Palace game. The object is to win lots of money starting with $2000 that the player takes to the casino.

Games include blackjack, slot machines, roulette, horse racing, Keno, video poker, and Red Dog. The game also offers $100 scratch-off tickets that players can keep scratching to try to win more money.

5.8

CAESARS
PALACE

CAESARS PALACE


SEGA GENESIS
CAL RIPKEN JR.
BASEBALL
SEGA

Rarity US: 2

Cal Ripken Jr. Baseball

Developer	Acme Interactive
Publisher	Mindscape
Release date	(us) 1992
Genre	Sports
Mode	1-2 Players

Due to a lack of licensing from Major League Baseball, the game features no MLB team names, stadiums, or artwork, and Cal Ripken, Jr. himself is the only non-fictitious player in the game.

The graphics and sound of the SNES version were seen as a "step up" from its Sega Genesis counterpart.

5.6

Cal Ripken Jr.
Baseball
Copyright © 1992 Mindscape Inc.
Licensed by Sega Enterprises Ltd.

4.3

Caliber .50

CAL.50™
CALIBER·FIFTY
© 1991 MENTRIX SOFTWARE, INC.
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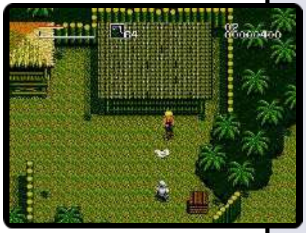
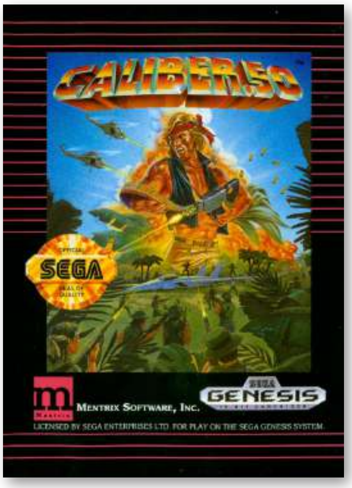
LICENSED BY SEGA ENTERPRISES LTD.



N

Developer	SETA Corporation, Visco Corporation
Publisher	Mentrix Software
Release date	(us) 1991
Genre	Shooter
Mode	1 Player

Caliber .50 is a port of a 1989 scrolling shooter arcade game. The player controls Captain Addis of the United States Army, who must rescue his fellow soldiers twenty years after he failed to retrieve his men during the Vietnam War. He must navigate through the Ho Chi Minh trail in order to liberate his captured comrades-in-arms. Surviving soldiers are displayed by the dog tags that appear on the screen at the end of each level.

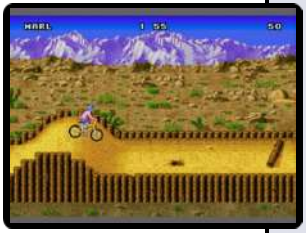

CALIBER.50
SEGA
Mentrix Software, Inc.
GENESIS
LICENSED BY SEGA ENTERPRISES LTD FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 5

6.0

California Games

CALIFORNIA
GAMES

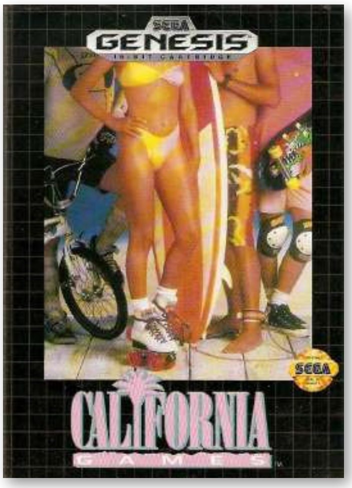


N P B

Developer	Epyx, Novotrade
Publisher	Sega
Release date	(us) 1991 (eu) 1991
Genre	Sports
Mode	1-9 Players

Branching from Epyx popular Summer Games and Winter Games series, this game consisted of some sports purportedly popular in California including skateboarding, freestyle footbag, surfing, roller skating, flying disc (frisbee) and BMX.

Originally released for the Apple II and Commodore 64, this game was very lucrative for Epyx and was released for several other platforms over the years.

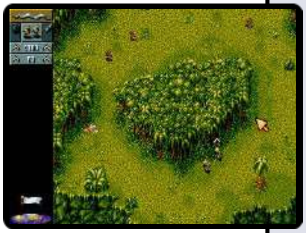

SEGA
GENESIS
SEGA
CALIFORNIA
GAMES

Rarity US: 3
Rarity EU: 2

7.5

Cannon Fodder

CANNON
FODDER

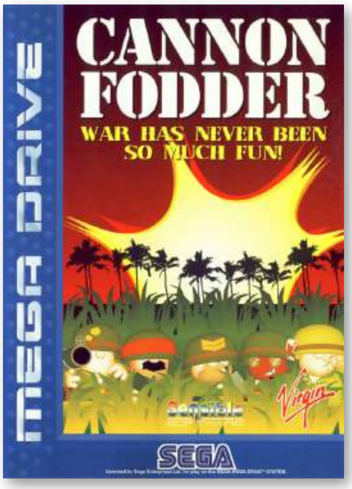


P

Developer	Sensible Software, Panelcomp
Publisher	Virgin Interactive
Release date	(eu) 1994
Genre	Strategy, Shooter
Mode	1 Player

Cannon Fodder is an action-strategy shoot ‘em up game first released for the Amiga in 1993. The game is military-themed and based on shooting action but with a strategy game-style control system. The player directs troops through numerous missions, battling enemy infantry, vehicles and installations.

Cannon Fodder has a darkly humorous tone which commentators variously praised and condemned.


MEGA DRIVE
CANNON FODDER
WAR HAS NEVER BEEN SO MUCH FUN!
Sensible
Virgin
SEGA

Rarity EU: 4

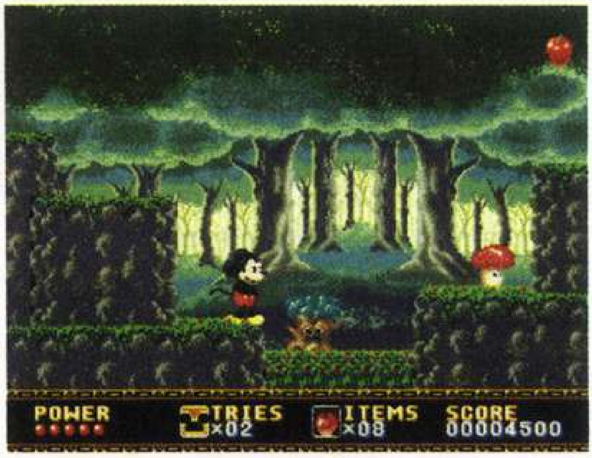
No wonder Mickey Mouse has such big eyes and ears.

Considering the vivid 16-bit graphics and crisp stereo sound of his Sega™ Genesis™ video games, Mickey is built just right.

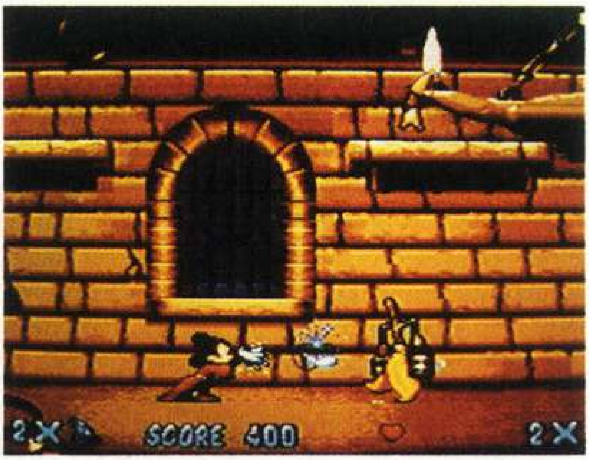
Journey with him to magnificent lands as he tries frantically to save Minnie from the evil witch Mizrabel in The Castle of Illusion.

Or venture into Sega's newest Disney adventure, Fantasia. Based on the actual movie, this game follows Mickey on his quest to become an almighty sorcerer.

So if you really like Mickey Mouse, and who doesn't, check out the Disney products for Sega Genesis. You won't believe your eyes. Or your ears.

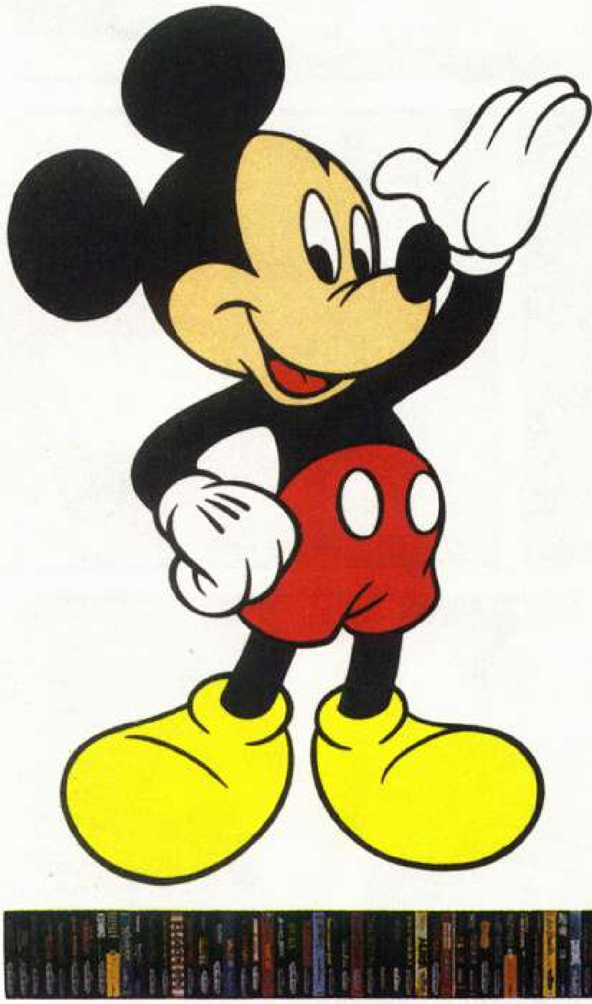

POWER
TRIES ×02
ITEMS ×08
SCORE 00004500

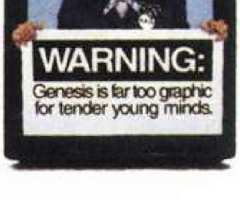
Castle Of Illusion


2×
SCORE 400
2×

Fantasia

SEGA GENESIS™




WARNING:
Genesis is far too graphic for tender young minds.

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6.8

CAPTAIN AMERICA AND THE AVENGERS
PRESS START BUTTON
1 PLAYER START
2 PLAYER START
TRAINING MODE
OPTION
© 1992 DATA EAST CORPORATION.
LICENSED BY SEGA ENTERPRISES LTD.

N P B

Captain America and the Avengers

Developer	Data East, ISCO, Opera House
Publisher	Data East
Release date	(us) 1992 (eu) 1992
Genre	Beat 'em up
Mode	1-2 Players

Captain America and the Avengers features the Marvel Comics characters The Avengers in a side-scrolling brawling and shooting adventure to defeat the evil Red Skull. Players can choose to play as one of four members of the Avengers: Captain America, Iron Man, Hawkeye, and the Vision.

CAPTAIN AMERICA and The AVENGERS
DATA EAST
GENESIS
SEGA

Rarity US: 3
Rarity EU: 3

4.1

CAPTAIN PLANET
AND THE PLANETEERS
PRESS START

SCORE 350
ENERGY 3x
POWER 3x

P B

Captain Planet

Developer	NovaLogic
Publisher	Sega
Release date	(eu) 1993
Genre	Platformer
Mode	1 Player

Captain Planet and the Planeteers is a platformer based on the Captain Planet and the Planeteers television series. The game has a total of 5 stages. The first 4 are played with a randomly chosen Planeteer, the last stage is played with Captain Planet. Game design is very basic in design, with hit detection issues and sometimes unavoidable enemy attacks.

"segaretro.org"

MEGA DRIVE
CAPTAIN PLANET
AND THE PLANETEERS
16-BIT CARTRIDGE
SEGA

Rarity EU: 3

7.7

CASTLE OF ILLUSION
Starring
MICKEY MOUSE
PRESS START BUTTON

POWER
TRIES
ITEMS
SCORE

J N P B

Castle of Illusion Starring Mickey Mouse

Developer	Sega AM7
Publisher	Sega
Release date	(us) 1990 (eu) November 22, 1990
Genre	Platformer
Mode	1 Player

Castle of Illusion is a side-scrolling platformer in which the player takes control of Mickey as he goes inside the Castle of Illusion in order to rescue Minnie from an evil witch named Mizrabel, who wants to steal Minnie's youth. During the game, Mickey visits various worlds in order to obtain seven rainbow gems that can build a bridge to the castle tower where Minnie is.

SEGA
GENESIS
16-BIT CARTRIDGE
CASTLE OF ILLUSION
STARRING MICKEY MOUSE

Rarity US: 4
Rarity EU: 1

SEGA
GENESIS
KONAMI
Castlevania
BLOODLINES
GA

Rarity US: 2
Rarity EU: 4

Castlevania: Bloodlines

Developer	Konami
Publisher	Konami
Release date	(us) 1994 (eu) March, 1994
Genre	Action-platformer
Mode	1 Player

As with most early Castlevania games, players proceed through each level, defeating enemies and collecting gems (hearts) to power special weapons. Each stage is sectioned, and has a sub-boss battle in the middle, with a main boss battle at the end. Unlike most Castlevania games, Bloodlines was the first game in the series that does not take place exclusively in Dracula's castle, with most levels taking place throughout Europe.

8.2

Castlevania
BLOODLINES
PRESS START BUTTON
© 1994 KONAMI
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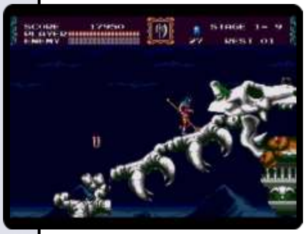
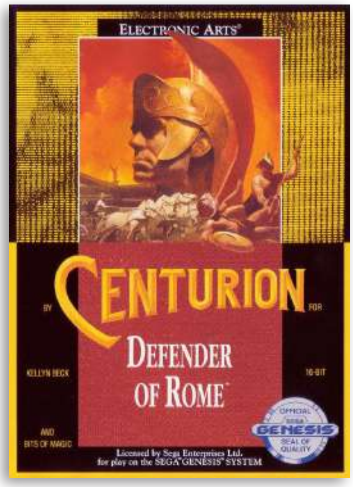

SCORE
PLAYER
ENEMY
STAGE
REST

J N P


ELECTRONIC ARTS
CENTURION
DEFENDER OF ROME
GENESIS

Rarity US: 2
Rarity EU: 4

Centurion: Defender of Rome

Developer	Bits of Magic, Kellyn Beck
Publisher	Electronic Arts
Release date	(us) 1991 (eu) 1991
Genre	Strategy
Mode	1 Player

Centurion: Defender of Rome is a turn-based strategy video game with real-time battle sequences, designed by Kellyn Beck and originally released on the DOS platform for the PC in 1990. The game shares much of the concept and feel with Beck's earlier game Defender of the Crown (1987) and might be regarded as its spiritual sequel.

6.4

CENTURION
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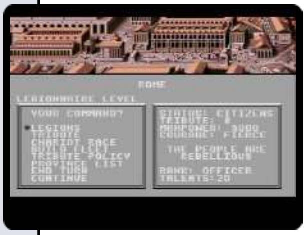
©90-91 KELLYN BECK & BITS OF MAGIC


ROME
LEGIONNAIRE LEVEL
YOUR COMMAND?

N P

GENESIS
SEGA
CHAKAN

Rarity US: 1
Rarity EU: 3

Chakan: The Forever Man

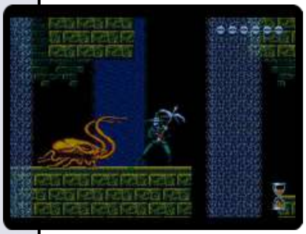
Developer	Extended Play Productions
Publisher	Sega
Release date	(us) December 8, 1992 (eu) 1992
Genre	Action-platformer
Mode	1 Player

Chakan: The Forever Man featured an uncommonly dark premise for the time of its release, which saw the home console market flooded with licensed platformers based on family-friendly media.

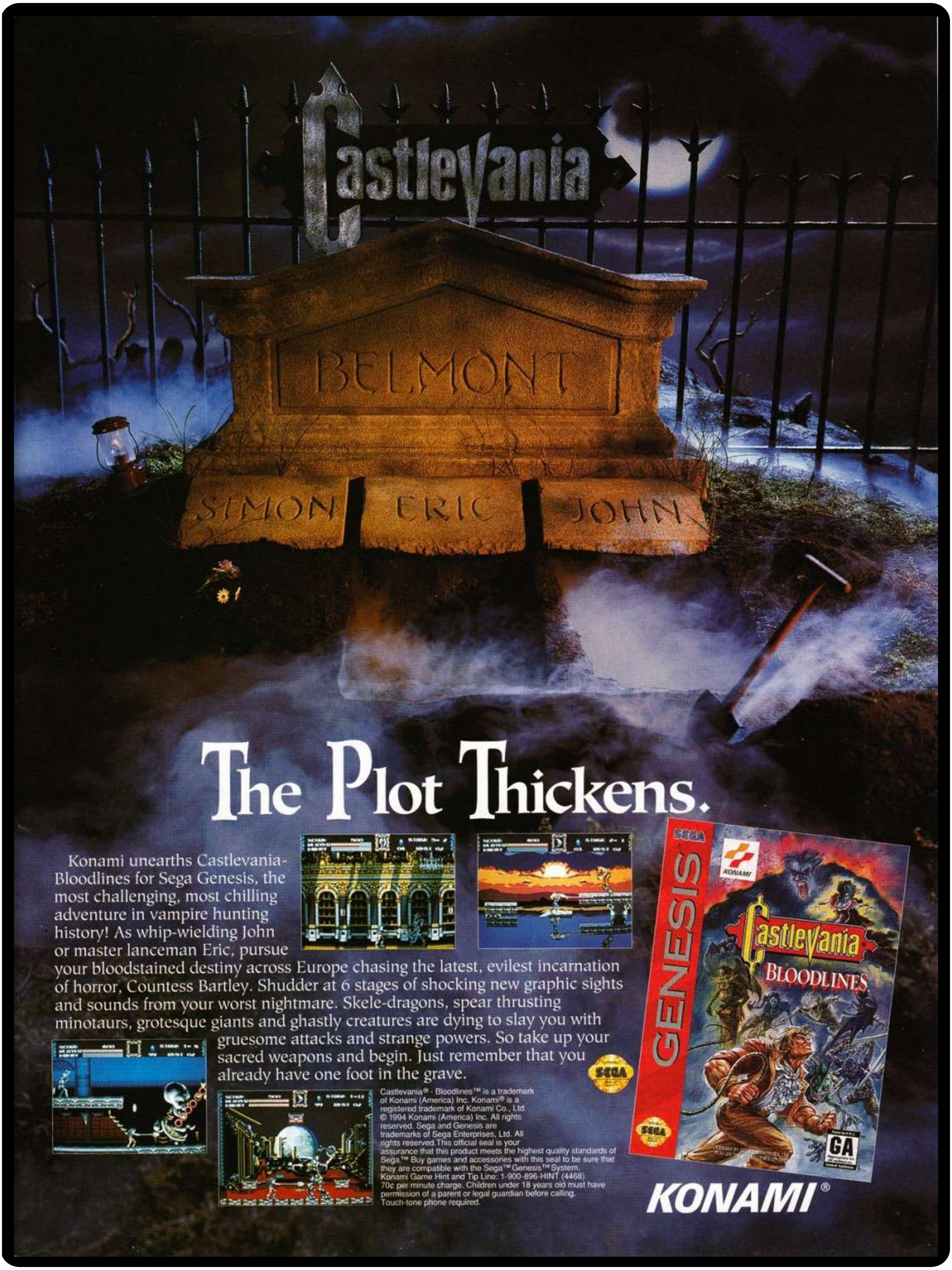
The game is well known for its unusually high difficulty level, but still retains a dedicated, if small, cult following.

6.9

CHAKAN
The Forever Man
PRESS START
© SEGA OF AMERICA



N P B



The Plot Thickens.

Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.

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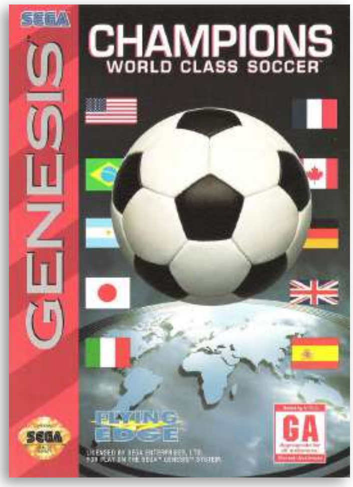
Konami Game Hint and Tip Line: 1-900-896-HINT (4468) 70¢ per minute charge. Children under 18 years old must have permission of a parent or legal guardian before calling. Touch-tone phone required.

KONAMI®

Champions World Class Soccer


SEGA
GENESIS
CHAMPIONS
WORLD CLASS SOCCER
FLYING EDGE
GA

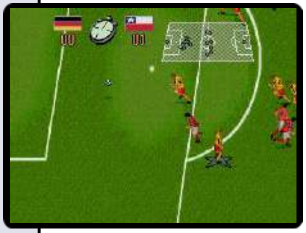
Rarity US: 3
Rarity EU: 2

6.7

Developer	Park Place Productions
Publisher	Flying Edge, (jp) Acclaim Japan
Release date	(us) 1993 (eu) 1993
Genre	Sports
Mode	1-2 Players

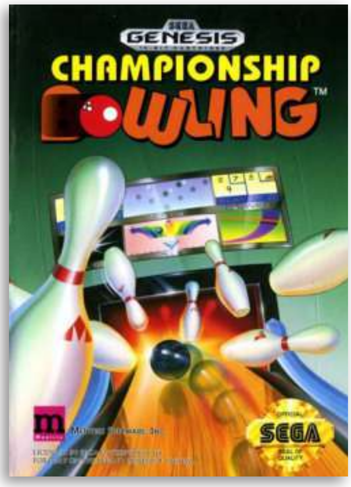
Modes of play included in the game are Exhibition Match (one player or two players) and Tournament Mode. Progress through the tournament can be saved via a password given at the end of each match. There are also options to turn fouls and offsides on or off, as well as selecting the amount of time allowed for the match to be played in.

CHAMPIONS™
WORLD CLASS SOCCER



J N P B

Championship Bowling


GENESIS
CHAMPIONSHIP
BOWLING™
SEGA

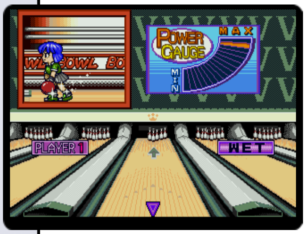
Rarity US: 3

6.4

Developer	Soft Machine
Publisher	Mentrix Software, Visco Corporation
Release date	(us) February 14, 1993
Genre	Sports
Mode	1-4 Players

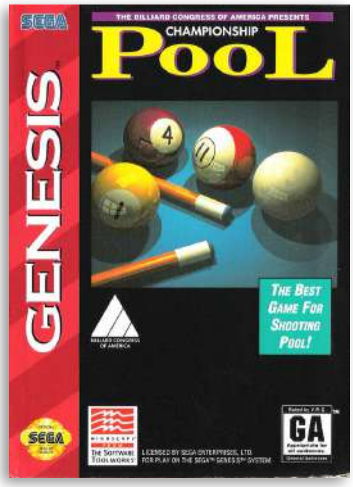
Championship Bowling, known as Boogie Woogie Bowling in Japan, is a typical bowling game. Visco handed overseas distribution of the game to Mentrix Software, who removed the “boogie woogie” theme by redrawing graphics and changing the playlist (but not actually removing songs) and released this version as Championship Bowling.

CHAMPIONSHIP
Bowling
PUSH START BUTTON
© 1993 MENTRIX SOFTWARE, INC.
LICENSED BY SEGA ENTERPRISES LTD.


POWER GAUGE
MAX
MIN
PLAYER 1
WET

J N

Championship Pool


SEGA
GENESIS
THE BILLIARD CONGRESS OF AMERICA PRESENTS
CHAMPIONSHIP
POOL
The Best Game For Shooting Pool!
GA

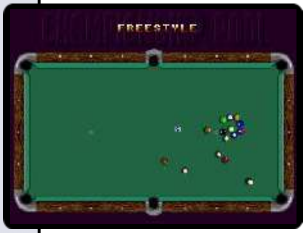
Rarity US: 2

5.5

Developer	Bitmasters
Publisher	Mindscape
Release date	(us) 1993
Genre	Sports
Mode	1-8 Players

The game is a straightforward, virtual version of pool, and includes several games: eight-ball, nine-ball, three-ball, ten-ball, fifteen-ball, straight pool (14.1 continuous), rotation, equal offense, and speed pool. The player may play against the computer or up to seven other players using the same console using the “Party Pool” option. Other gameplay modes include “Tournament”, “Freestyle”, and “Challenge”.

Billiard Congress of America
presents
CHAMPIONSHIP
POOL
©1993 Mindscape Inc.
©1993 Bitmasters Inc.
Licensed by Sega Enterprises, Ltd.



N

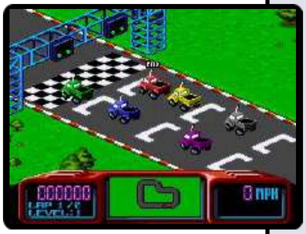
6.9

Championship Pro-Am

Developer	Rare
Publisher	Tradewest
Release date	(us) 1992
Genre	Racing
Mode	1 Player

Championship Pro-Am is an enhanced remake of R.C. Pro-Am for NES with enhanced graphics and additional features. Presented in an overhead isometric perspective, a player races a radio-controlled car around a series of tracks. The objective of each track is to qualify for the next race by placing in the top three racers. Players collect items to improve performance, and they must avoid a variety of hazards such as rain puddles and oil slicks.

Championship PRO-AM



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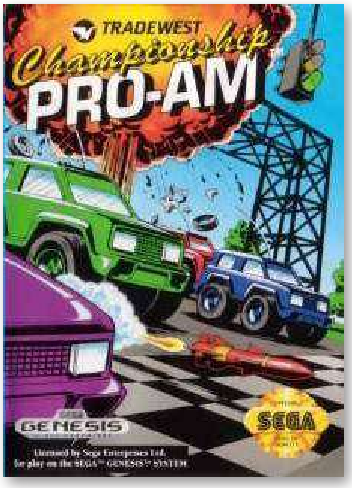

TRADEWEST
Championship PRO-AM
GENESIS
SEGA

Rarity US: 3

7.2

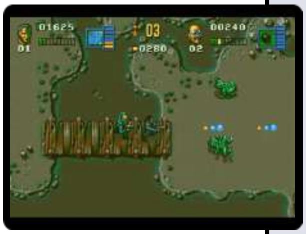
The Chaos Engine

Developer	The Bitmap Brothers, Graftgold
Publisher	Spectrum HoloByte, (eu) MicroProse
Release date	(us) 1993 (eu) 1992
Genre	Run 'n' gun
Mode	1-2 Players

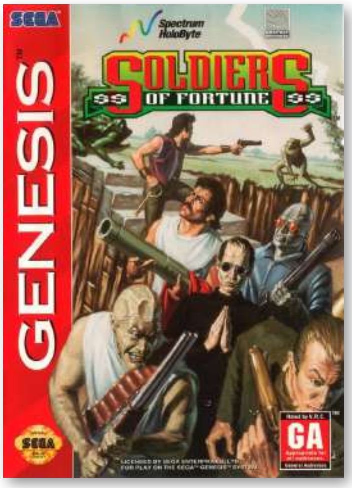
The Chaos Engine, a top-down run and gun video game, is set in a steampunk Victorian age in which one or two players must battle the hostile creations of the titular Chaos Engine across four landscapes and ultimately defeat the Chaos Engine and its deranged inventor.

A remastered version of the Amiga version was developed by Abstraction Games and released in 2013.

SOLDIERS OF FORTUNE



N P


SEGA
GENESIS
Spectrum HoloByte
SOLDIERS OF FORTUNE

Rarity US: 3
Rarity EU: 4

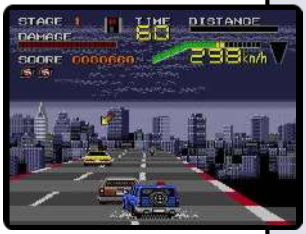
6.6

Chase H.Q. II

Developer	Taito, ITL
Publisher	Taito
Release date	(us) 1992
Genre	Racing
Mode	1 Player

Chase H.Q., originally a 1988 arcade game, is a port with some minor changes, including alternative player vehicles. The game can be seen as a spiritual successor to Taito's earlier Full Throttle. The player assumes the role of a police officer named Tony Gibson, member of the "Chase Special Investigation Department." Along with his partner, Raymond Broady, he must stop fleeing criminals in high-speed pursuits.

CHASE H.Q. II
TAITO
© TAITO CORPORATION 1992
LICENSED BY SEGA ENTERPRISES LTD.


STAGE 1
TIME 60
DISTANCE
DAMAGE
SCORE
238 km/h

J N

GENESIS
CHASE H.Q. II
SEGA
TAITO

Rarity US: 4

MEGA DRIVE
CHEESE
Cat-ASTROPHE
Starring
SPEEDY GONZALES
LOONEY TUNES
SEGA

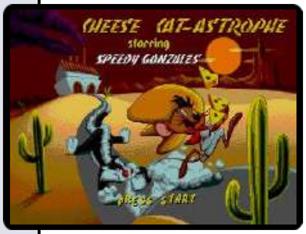
Rarity EU: 5

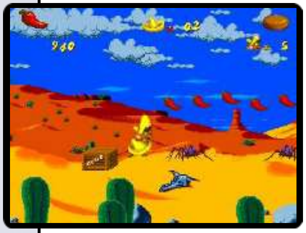
Cheese Cat-Astrophe Starring Speedy Gonzales

Developer	Cryo Interactive
Publisher	Sega
Release date	(eu) May, 1995
Genre	Platformer
Mode	1 Player

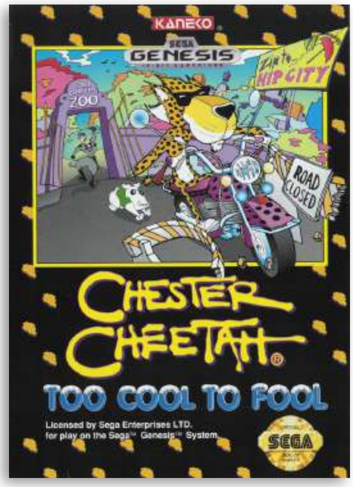
Cheese Cat-Astrophe Starring Speedy Gonzales is a 2D single-player platformer. In the game, Sylvester's alter-ego, the dastardly Dr. Cheesefinger, has "kit-napped" the cheese supply and Speedy Gonzales' girlfriend, Carmel. The "speedy mouse" must outwit the callous cat and rescue the village cheese supply.

6.6


CHEESE CAT-ASTROPHE
starring
SPEEDY GONZALES
PRESS START



P


KANEKO
SEGA GENESIS
ZOO
HIP CITY
ROAD CLOSED
CHESTER CHEETAH
TOO COOL TO FOOL
Licensed by Sega Enterprises LTD. for play on the Sega™ Genesis™ System.
SEGA

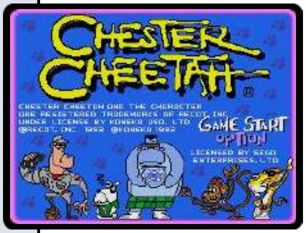
Rarity US: 2

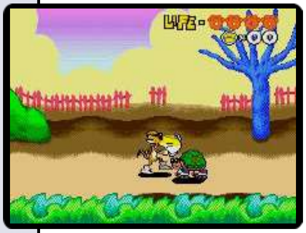
Chester Cheetah: Too Cool to Fool

Developer	System Vision
Publisher	Kaneko
Release date	(us) 1993
Genre	Platformer
Mode	1 Player

Chester Cheetah: Too Cool to Fool is a 2D platformer starring Cheetos mascot, Chester Cheetah. The game is composed of simple side-scrolling platform levels. On each level there is a hidden "scooter" part. in game, Chester can dash and stun many enemies by jumping on their heads.

5.0


CHESTER CHEETAH
GAME START
OPTION



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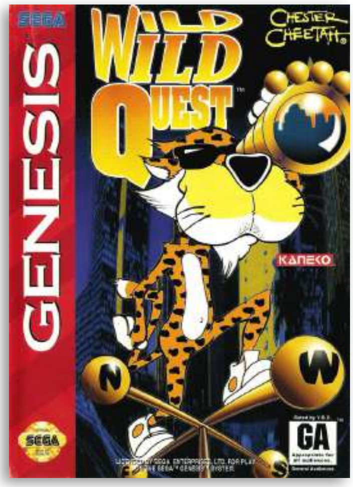

SEGA
GENESIS
WILD QUEST
CHESTER CHEETAH
KANEKO
N
W
SEGA
GA

Rarity US: 3

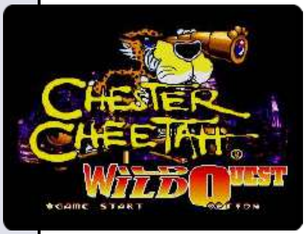
Chester Cheetah: Wild Wild Quest

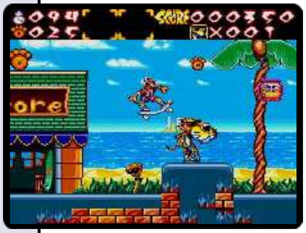
Developer	Kaneko
Publisher	Kaneko
Release date	(us) 1993
Genre	Platformer
Mode	1 Player

The sequel is designed much like Super Mario World in which the player navigates through levels in a map, and the game is also a platformer.

Players explore the entire United States looking for Cheetos to eat while either avoiding or defeating enemies. Levels include a ship, in front of a castle, under the sea, and inside the city.

5.9

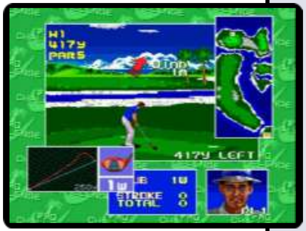

CHESTER CHEETAH
WILD QUEST
GAME START
OPTION



N

3.6

Chi Chi's
PRO CHALLENGE
PUSH START BUTTON
PRESENTED BY VIRGIN GAMES
© 1993 COCONUTS JAPAN
LICENSED BY
SEGA ENTERPRISES,LTD.


417y LEFT
STROKE
TOTAL

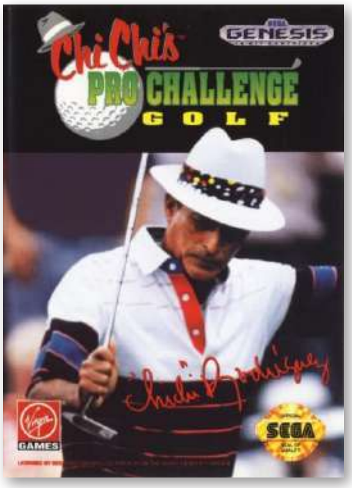
J N

Chi Chi's Pro Challenge Golf

Developer	Coconuts Japan
Publisher	Virgin Games, (jp) Soft Vision
Release date	(us) March 23, 1993
Genre	Sports
Mode	1-4 Players

Chi Chi's Pro Challenge Golf, Top Pro Golf 2 in Japan, is a golf game released exclusively for the Mega Drive featuring Juan "Chi-Chi" Rodríguez.

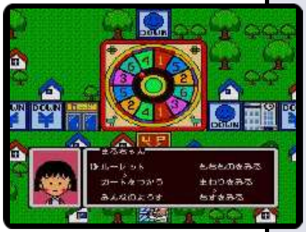
There are options for either stroke play, match play, or an elaborate golf tournament with 23 players trying to win the prestigious "Virgin Cup" Each opponent's skills are measured on putting, approaching the green, and controlling the golf ball using the provided golf clubs.


Chi Chi's
PRO CHALLENGE
GOLF
GENESIS
SEGA

Rarity US: 3

6.9

ちびまる子ちゃん
わくわくショッピング
namcot
©S.M/S.P/N.A 1991
©1991 NAMCO LTD.



J

Chibi Maruko-chan: Waku Waku Shopping

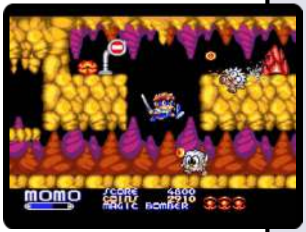
Developer	Namco
Publisher	Namco
Release date	(jp) January 14, 1992
Genre	Board game
Mode	1-4 Players

Waku Waku Shopping is a sugoroku-style board game based on the popular characters created by Momoko Sakura. The game takes place on a board made up of various spaces: there are spaces which increase or decrease the character's money or happiness. The game ends when the goal has been reached a set number of times, and the winner is the player with the most happiness at the end of the game.

namcot
ちびまる子ちゃん
わくわくショッピング
メガドライブ専用

7.5

Chiki Chiki BOYS
PRESS START BUTTON
© CAPCOM 1990
REPROGRAMMED GAME © SEGA 1992


MOMO
SCORE 4600
COINS 2910
MAGIC BOMBER

J N P B

Chiki Chiki Boys

Developer	Capcom, Visco Corporation
Publisher	Sega
Release date	(us) 1993
	(eu) 1992
Genre	Platformer
Mode	1 Player

Chiki Chiki Boys, known as Mega Twins on the arcades, takes the form of a scrolling platform game. In addition to moving around, the players can jump and also cling on to vertical walls, allowing them to climb to areas that would otherwise be out of reach. The player is armed with a magic sword, which is the main weapon used against the enemies in the game. Magic bombs can also be collected as the game progresses.

GENESIS
Chiki Chiki boys
SEGA

Rarity US: 4
Rarity EU: 3

MEGA DRIVE
超球界
ミラクルナイン
SEGA

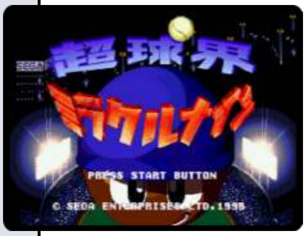
Chōkyūkai Miracle Nine

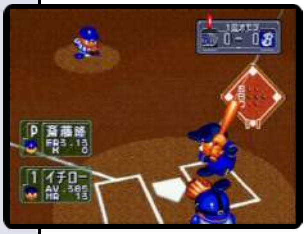
Developer	Sega AM7
Publisher	Sega
Release date	(jp) July 21, 1995
Genre	Sports
Mode	1-2 Players

Chōkyūkai Miracle Nine is an arcade-style baseball video game for the Mega Drive. The game features super deformed characters along with all twelve teams from the Nippon Professional Baseball League's 1995 season. There is an option for simplified play and games as little as three innings.

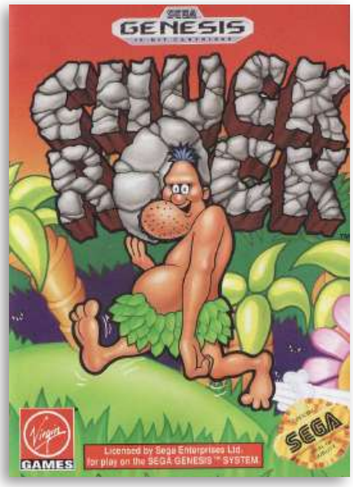
On release, Famicom Tsūshin scored the game a 23 out of 40.

5.4


超球界
ミラクルナイン
PRESS START BUTTON
© SEGA ENTERPRISES LTD.1995



J


SEGA GENESIS
CHUCK ROCK
Virgin GAMES
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS™ SYSTEM
SEGA

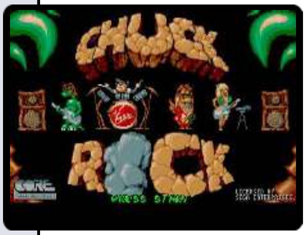
Chuck Rock

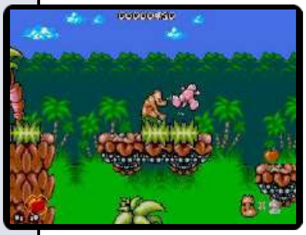
Developer	Core Design
Publisher	Virgin Games
Release date	(us) 1992 (eu) 1992
Genre	Platformer
Mode	1 Player

Chuck Rock is a slapstick side-scrolling platformer first released for the Atari ST and Amiga computers.

The character of Chuck Rock himself was an iconic early character for Core Design before the introduction of Lara Croft in the 1996 game Tomb Raider, and the character of Chuck Rock himself and his family even featured in some UK comic books of the 1990s.

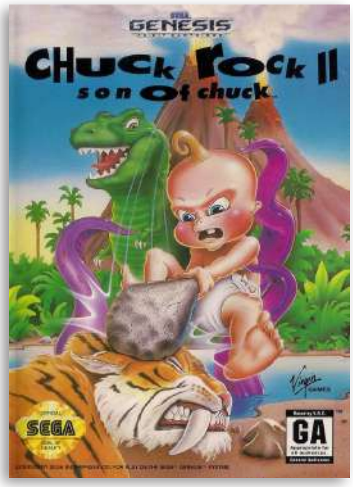
6.3





N P B

Rarity US: 4
Rarity EU: 2


SEGA GENESIS
CHUCK ROCK II
son of chuck
SEGA
Virgin GAMES
GA

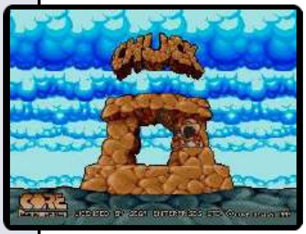
Chuck Rock II: Son of Chuck

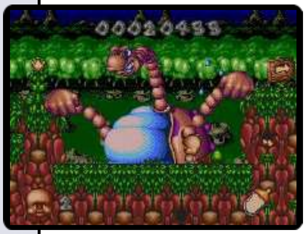
Developer	Core Design
Publisher	Virgin Games, (eu) Core Design
Release date	(us) 1993 (eu) 1993
Genre	Platformer
Mode	1 Player

The story takes up a little while after the end of the first game. After Chuck Rock rescued his woman from the T-Rex, Chuck and Ophelia had a son. Chuck gets kidnapped, leaving it up to Junior to rescue his father.

The gameplay is similar to the first game, but with some minor differences since the player controls Junior, rather than Chuck. This is a side-scrolling platform game with occasional rock-moving puzzles thrown in.

6.2





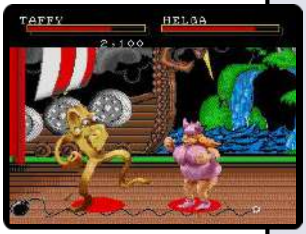
J N P

Rarity US: 2
Rarity EU: 3

ClayFighter

5.8

ClayFighter
INTERPLAY PRODUCTIONS
VISUAL CONCEPTS
COPYRIGHT (C) 1994


TAFFY
HELGA
2:100

Ⓝ Ⓟ Ⓑ

Developer	Visual Concepts, Ringler Studios
Publisher	Interplay Entertainment
Release date	(us) 1994
	(eu) January, 1995
Genre	Fighting
Mode	1-2 Players

ClayFighter is a fighting game originally released for the Super NES in 1993 and later ported to Genesis. Most of the game features a circus theme focused more on humor than serious gameplay. It features claymation-style graphics that were created by photographing and digitizing actual clay models.

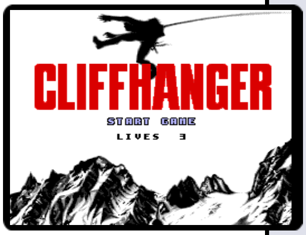
GamePro gave the port a generally positive review, praising it as nearly identical to the SNES original.

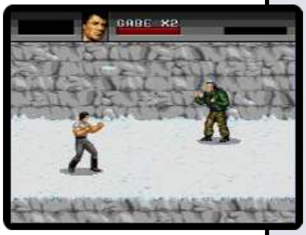
SEGA
GENESIS
ClayFighter
LIGHTNING FAST GAMEPLAY!
Interplay
GA

Rarity US: 3
Rarity EU: 4

Cliffhanger

3.9

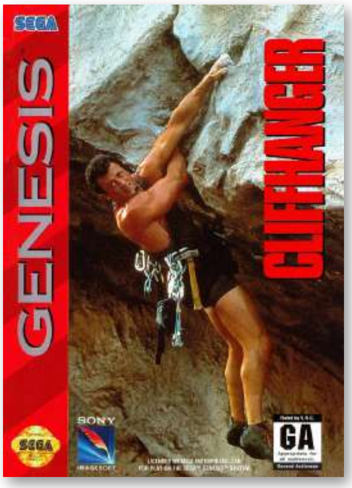

CLIFFHANGER
START GAME
LIVES 3



Ⓝ Ⓟ

Developer	Malibu Interactive
Publisher	Sony Imagesoft
Release date	(us) 1993
	(eu) 1993
Genre	Action-platformer
Mode	1-2 Players

Cliffhanger, based on the film of the same name, begins with Gabe responding to the call, before Hal being captured. In order to progress through the game, the player must watch out for enemies and either avoid them by jumping or defeat them by attacking with various weapons, such as a knife or a gun. There are also bosses after every few levels, the final boss being Qualen, the leader of the terrorist group.

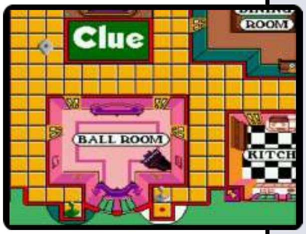

SEGA
GENESIS
CLIFFHANGER
SONY
GA

Rarity US: 3
Rarity EU: 4

Clue

6.1

Clue
PARKER BROTHERS
CLASSIC DETECTIVE GAME
©1992 Waddingtons Games Ltd.
under license from Waddingtons Games Ltd., Leeds, England to Parker Brothers
under license from Sega Enterprises Ltd.
Developed by Sculptured Software

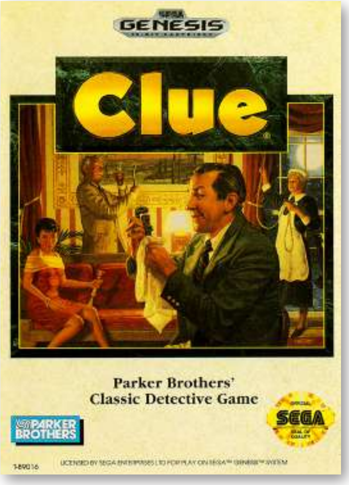

Clue
ROOM
BALL ROOM
KITCH

Ⓝ

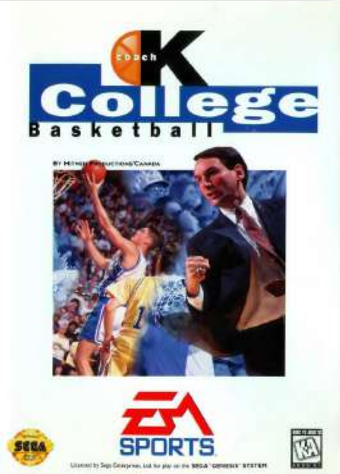
Developer	Sculptured Software
Publisher	Parker Brothers
Release date	(us) 1992
Genre	Board game
Mode	1-6 Players

Based on the board game Clue. A murder has taken place in a mansion. Players play as one of the 6 suspects in this case. They have to find out who committed the crime, and with what weapon and where in the mansion it took place in. There are 5 levels of difficulty which basically give them less information the harder up the level.

"mobygames.com"


SEGA
GENESIS
Clue
Parker Brothers' Classic Detective Game
PARKER BROTHERS
SEGA

Rarity US: 3


Coach K College Basketball
EA Sports
SEGA

Rarity US: 1

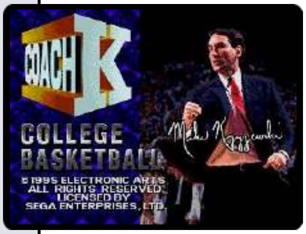
Coach K College Basketball

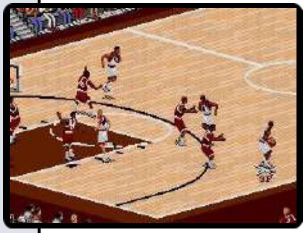
Developer	Hitmen Productions, EA Canada
Publisher	EA Sports
Release date	(us) 1995
Genre	Sports
Mode	1-4 Players

Coach K College Basketball was the first college basketball video game developed by EA Sports spun off from their NBA Live engine. Endorsed by Duke head basketball coach Mike Krzyzewski, the game features 32 officially licensed teams in addition to eight classic teams.

Electronic Gaming Monthly praised the wide selection of teams, the multiplayer mode, and the use of plays and animations from the NBA Live engine.

7.2


Coach K
College Basketball
© 1995 Electronic Arts
All Rights Reserved.
Licensed by
Sega Enterprises, Ltd.



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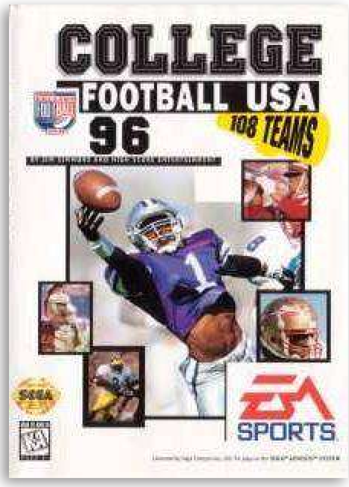

College Football USA 96
108 Teams
EA Sports
SEGA

Rarity US: 1

College Football USA 96

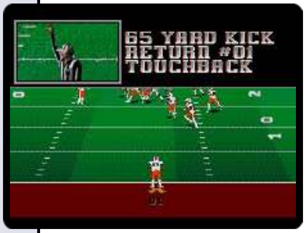
Developer	High Score Productions
Publisher	EA Sports
Release date	(us) July 15, 1995
Genre	Sports
Mode	1-2 Players

College Football USA 96, part of the NCAA Football series, was the first version to feature all (108 at the time) Division l-A teams. It was also the first in the series to feature real bowl games (Orange, Sugar, Fiesta, and Rose). Players could play an entire 11-game season (or shorter if desired) before advancing to one of the bowl games.

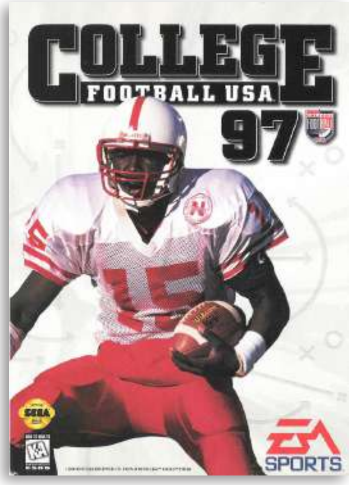
The game would mark the first and only time that the Southwest Conference would appear in a video game.

6.9

College Football USA 96
Kent
Gators
SEC
Division 1A
© 1995 Electronic Arts
All Rights Reserved.
Licensed by Sega Enterprises, Ltd.


65 YARD KICK
RETURN #01
TOUCHBACK

N


College Football USA 97
EA Sports
SEGA

Rarity US: 1

College Football USA 97: The Road To New Orleans

Developer	Tiburon Entertainment
Publisher	EA Sports
Release date	(us) June 1, 1996
Genre	Sports
Mode	1-2 Players

College Football USA 97, the fourth installment of the series, added a new “create player” feature (up to 28 players) and custom schedules, new animations and all 111 Division I-A teams. Players could also compete in a customized Tournament with support for up to 16 players in a single-elimination or round robin format.

5.5

College Football USA 97
The Road to New Orleans
© 1996 Electronic Arts.
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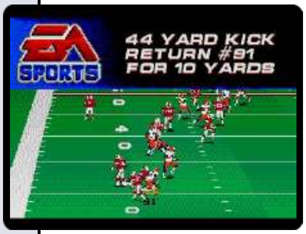
Licensed by Sega Enterprises, Ltd.


EA Sports
44 YARD KICK
RETURN #81
FOR 10 YARDS

N

5.4

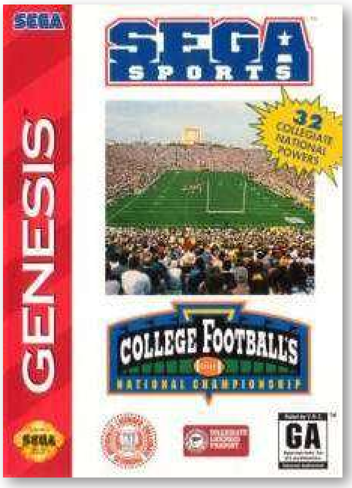
COLLEGE FOOTBALL'S
NATIONAL CHAMPIONSHIP
SEGA SPORTS

College Football's National Championship

Developer	BlueSky Software
Publisher	Sega Sports
Release date	(us) May 6, 1994
Genre	Sports
Mode	1-4 Players

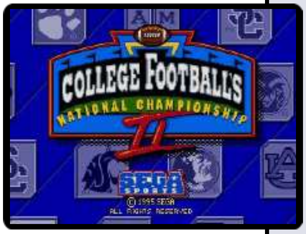
College Football's National Championship, released exclusively for the Genesis, is based on the 1993 NCAA Division I-A football season.

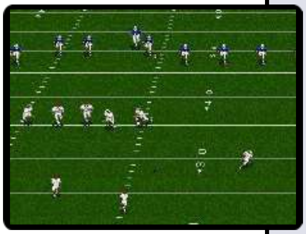
Considered to be a clone of NFL Football '94 Starring Joe Montana with college teams, the game used exactly the same engine as the original program. Four players can play simultaneously.


SEGA
GENESIS
SEGA SPORTS
32 COLLEGIATE NATIONAL POWERS
COLLEGE FOOTBALL'S
NATIONAL CHAMPIONSHIP
GA

Rarity US: 1

7.2

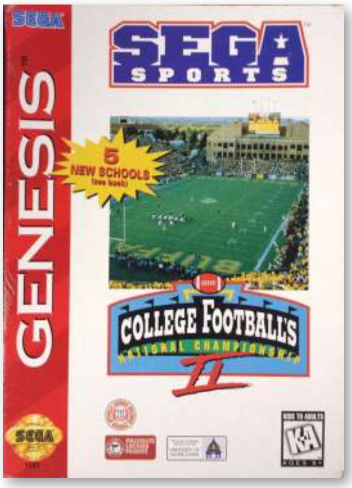

COLLEGE FOOTBALL'S
NATIONAL CHAMPIONSHIP
II
SEGA
© 1995 SEGA
ALL RIGHTS RESERVED



College Football's National Championship II

Developer	BlueSky Software
Publisher	Sega Sports
Release date	(us) 1995
Genre	Sports
Mode	1-4 Players

This is the follow-up to College Football's National Championship with the exact same game engine as before. It still has the standard set of modes such as Exhibition, Tournament and Season and updated rosters for the top schools of the time, reflecting the 1994 season. There are 32 teams with five added ones to this version, however to add these schools five others were taken out that were in the previous game.


SEGA
GENESIS
SEGA SPORTS
5 NEW SCHOOLS
COLLEGE FOOTBALL'S
NATIONAL CHAMPIONSHIP
II
K-A

Rarity US: 1

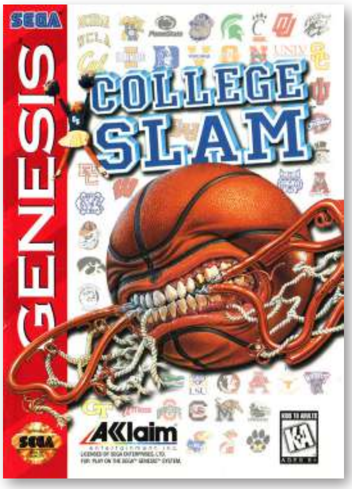
7.1

COLLEGE
SLAM
Press Start

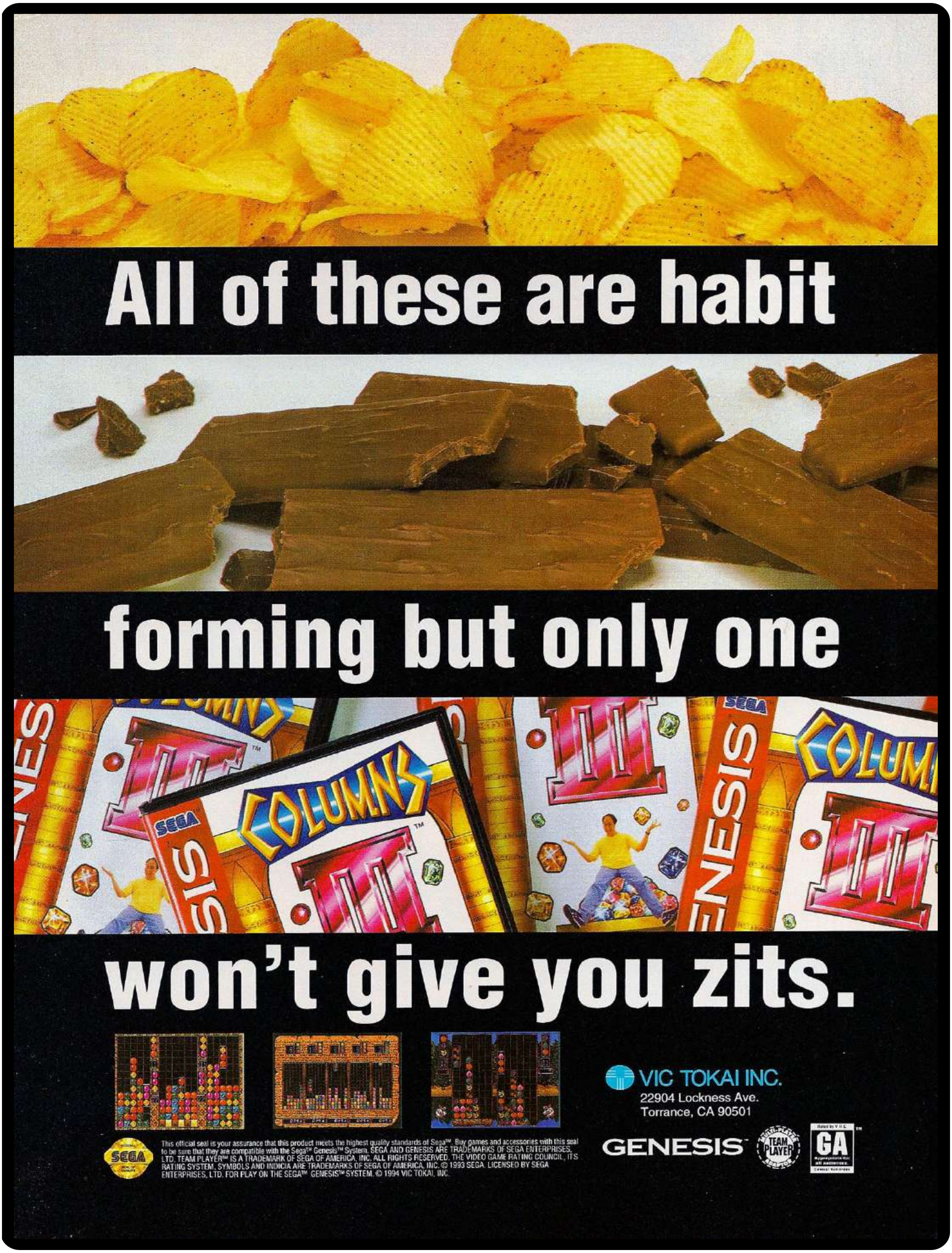
College Slam

Developer	Iguana UK
Publisher	Acclaim Entertainment
Release date	(us) February, 1996
Genre	Sports
Mode	1-4 Players

College Slam includes most major Division I colleges, but there are many, such as the University of Tennessee, the University of Notre Dame, and Mississippi State University (who had just made a run to the Final Four that year), that are not included


SEGA
GENESIS
COLLEGE
SLAM
Acclaim
K-A

Rarity US: 1


All of these are habit
forming but only one
won't give you zits.
COLUMNS III
SEGA
GENESIS
TEAM PLAYER
GA

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501

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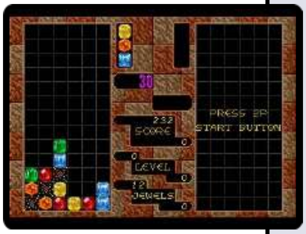
7.1

COLUMNS
©SEGA 1990


PRESS 2P
START BUTTON
SCORE
LEVEL
JEWELS

J N P B

Columns

Developer	Sega
Publisher	Sega
Release date	(us) June 29, 1990 (eu) 1990
Genre	Puzzle
Mode	1-2 Players

Columns is a match-three puzzle game, first created in 1989 by Jay Geertsen. It takes place inside a tall, rectangular playing area. Columns of three different symbols appear, one at a time, at the top of the well and fall to the bottom, landing either on the floor or on top of previously-fallen “Columns”.

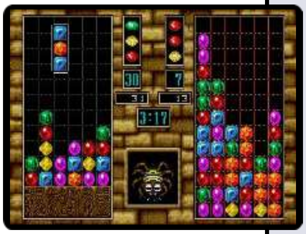
When the game was released in Brazil by TecToy, it received the title of “Shapes & Columns”.

SEGA
GENESIS
16-BIT CARTRIDGE
COLUMNS

Rarity US: 2
Rarity EU: 3

7.1

COLUMNS
III
REVENGE OF COLUMNS
PRESS START BUTTON
©1993 SEGA
LICENSED BY SEGA ENTERPRISES, LTD.



J N

Columns III

Developer	Sega
Publisher	Vic Tokai, (jp) Sega
Release date	(us) December 17, 1993
Genre	Puzzle
Mode	1-5 Players

Columns III adds several new gameplay features, including new puzzle modes and up to five simultaneous players. Most notably it introduces the “Crush Bar,” a competitive-play gambit which is now a staple feature of the Columns series appearing in every game since.

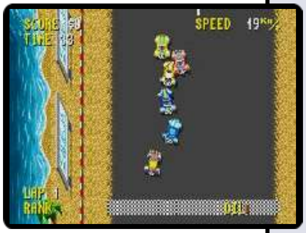
In 2002, Columns III was one of the first Sega titles launched under Sega’s short-lived agreement with the RealOne Arcade download service.

SEGA
GENESIS
COLUMNS
III
VIC TOKAI INC.
GA

Rarity US: 4

6.7

COMBAT
CARS


SCORE
TIME
SPEED
LAP
RANK

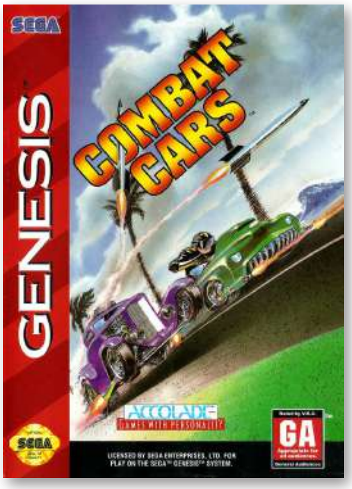
N P

Combat Cars

Developer	Accolade
Publisher	Accolade
Release date	(us) 1994 (eu) 1994
Genre	Racing
Mode	1-2 Players

In Combat Cars, the player races against other cars and can use various kinds of weapons and gadgets to damage their opponents.

At the outset of the game, the player can choose one of the eight available characters. Each character has their own strengths and weaknesses (speed, car handling, etc.), as well as unique weapons.


SEGA
GENESIS
COMBAT
CARS
ACCOLADE
GA

Rarity US: 2
Rarity EU: 3

SEGA
GENESIS
COMIX ZONE
BONUS CD!

Rarity US: 3
Rarity EU: 3

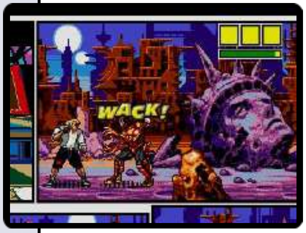
Comix Zone

Developer Sega Technical Institute
Publisher Sega
Release date (us) January 1, 1995
(eu) October 27, 1995
Genre Beat ‘em up
Mode 1 Player

Comix Zone is a 1995 arcade-style beat ‘em up, originally released as a Genesis exclusive. The game’s unique feature is that it is set within the panels of a comic book. Each level consists of two pages and secrets are discovered by shredding the paper and revealing items. Sprites and backgrounds possess the bright colours and dynamic drawing style favoured by superhero comics.

7.8

COMIX ZONE
START
OPTIONS
©1995 SEGA
All Rights Reserved



J N P B

SEGA
GENESIS
KONAMI
CONTRA
HARD CORPS
MA-13

Rarity US: 2
Rarity EU: 5

Contra: Hard Corps

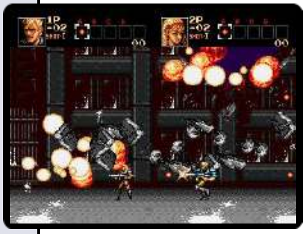
Developer Konami
Publisher Konami
Release date (us) August 8, 1994
(eu) October 14, 1994
Genre Run ‘n’ gun
Mode 1-2 Players

Contra: Hard Corps, Probotector in Europe, was the first game in the Contra series released for a Sega platform and serves as a departure from preceding games in the series in many ways.

As usual, the objective of the game to reach the end of each stage, shoot at every enemy that gets in the way, and fight the boss awaiting at the end.

8.6

CONTRA
HARD CORPS
1 PLAYER
2 PLAYERS
OPTIONS
©1994 KONAMI ALL RIGHTS RESERVED



J N P

GENESIS
Distributed exclusively by SEGA
Cool Spot
SEGA
Virgin GAMES

Rarity US: 3
Rarity EU: 1

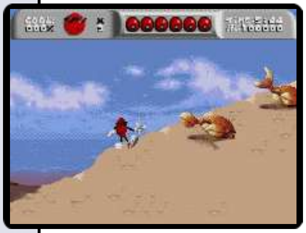
Cool Spot

Developer The Global Team
Publisher Virgin Games
Release date (us) 1993
(eu) June, 1993
Genre Platformer
Mode 1 Player

This title is a platformer in which the player controls Cool Spot, a mascot for the soft drink brand 7 Up, who can jump, and attack by throwing soda bubbles in any direction. Cool Spot can also cling to and climb various things by jumping up in front of them. In each level the player must rescue other cool spots from their cages.

7.1

START GAME
OPTIONS

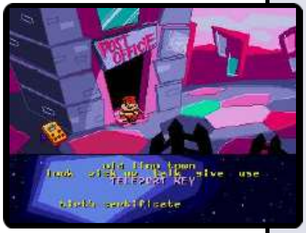


J N P

Cosmic Spacehead

6.9

Cosmic Spacehead
Codemasters


POST OFFICE
TELEPORT KEY

Ⓝ Ⓟ

Developer	Supersonic Software
Publisher	Codemasters
Release date	(us) November 2, 1993
	(eu) 1993
Genre	Adventure, Platformer
Mode	1 Player

Cosmic Crusade is a remake of the 1992 NES game, Linus Spacehead's Cosmic Crusade. Gameplay consists of two parts, an adventure and arcade action. In adventure mode Linus can explore lands, find objects, and talk to people. To reach new locations involves the action mode, where Linus will need to cross treacherous landscapes and evade dangerous creatures. This portion resembles a side scrolling platform game.

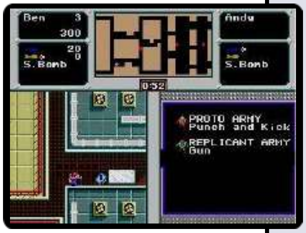
Codemasters
GENESIS
COSMIC SPACEHEAD
SEGA

Rarity US: 4
Rarity EU: 4

Crack Down

6.1

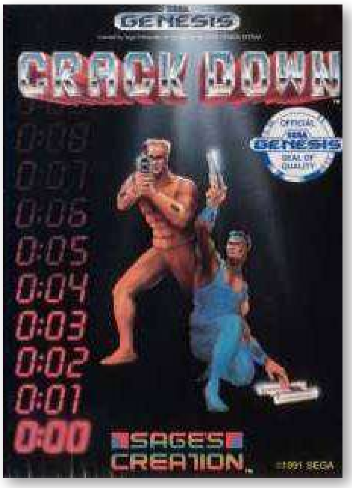
CRACK DOWN
PRESS START BUTTON
SAGE'S CREATION
©1990 SEGA
Licensed by Sega Enterprises Ltd.


Ben 3
300
S.Bomb
Andy
S.Bomb
PROTO ARMY Punch and Kick
REPLICANT ARMY Gun

Ⓙ Ⓝ Ⓟ Ⓑ

Developer	Sega, Hot B
Publisher	Sega, (us) Sage's Creation
Release date	(us) May 11, 1991
	(eu) 1991
Genre	Run 'n' gun
Mode	1-2 Players

Crack Down is a run and gun arcade game originally released in 1989, and ported to the Genesis in 1990. Using a top-down perspective (akin to Gauntlet), the player controls either Ben or Andy, a pair of agents charged with stopping mad scientist Mr. K from taking over the world, as they make their way through several timed levels, planting bombs and destroying cyborg enemies using guns and smart bombs.

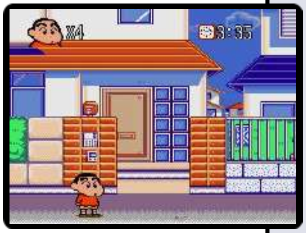

GENESIS
CRACK DOWN
Official Sega Genesis Seal of Quality
0:08
0:07
0:06
0:05
0:04
0:03
0:02
0:01
0:00
SAGE'S CREATION
©1991 SEGA

Rarity US: 3
Rarity EU: 4

Crayon Shin-Chan: Arashi wo Yobu Enji

6.3

クレヨンしんちゃん
嵐を呼ぶ園児
PUSH START
© 臼井 儀人/双葉社・シンエイ・テレビ朝日
© MA-BA 1994



Ⓙ

Developer	SIMS
Publisher	Ma-Ba
Release date	(jp) March 11, 1994
Genre	Platformer
Mode	1 Player

Arashi o Yobu Enji is one of many games based on the manga and anime created by Yoshito Usui. In four stages, each made up of five areas, Shin-chan must explore his neighborhood looking for a specific object. He can enter houses to ask people for information, but will often end up simply insulting them. He must also avoid or knock over the other children in the neighborhood.

Mega Drive Cartridge メガドライブ専用
クレヨンしんちゃん
嵐を呼ぶ園児
ma-ba

Rarity US: 4
Rarity EU: 4

GENESIS
CROSSFIRE
KYUGO

Rarity US: 6

CrossFire

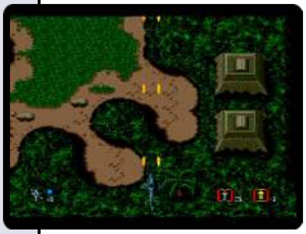
Developer	A.I Company
Publisher	Kyugo Trading Co.
Release date	(us) 1991
Genre	Shooter
Mode	1 Player

CrossFire, Super Airwolf in Japan, is a shoot-'em-up to tie into Universal Pictures's Airwolf television series and as a sequel to their 1987 arcade game Airwolf.

The first part of the game involves flying a helicopter taking out various enemies. The second part has the player flying a super helicopter into the enemies base. The third part has the player taking control of a soldier on the ground taking out enemies in the base.

5.9

CROSSFIRE
PRESS START BUTTON
LICENSED BY SEGA ENTERPRISES LTD.
©1991 KYUGO TRADING CO.,LTD
©1991



J N B

ELECTRONIC ARTS
CRÜE BALL
HEAVY METAL PINBALL
SEGA

Rarity US: 2
Rarity EU: 2

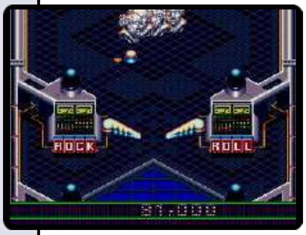
Crüe Ball

Developer	NuFX
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) 1992 (eu) 1992
Genre	Pinball
Mode	1 Player

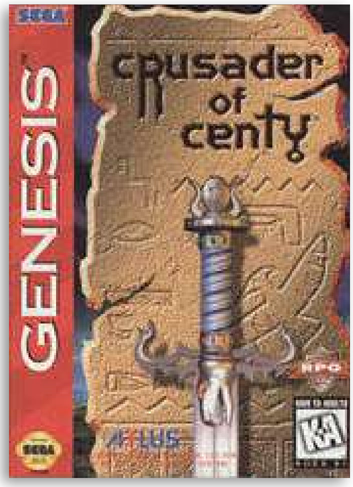
Crüe Ball is a pinball game inspired by the glam metal band Mötley Crüe and features three of their songs: "Dr. Feelgood", "Live Wire" and "Home Sweet Home".

This game was designed by two people who previously worked on pinball games: Mark Sprenger (artist for such games as 1984's Space Shuttle) and Brian L. Schmidt (composer for Black Knight 2000).

6.5



J N P B


SEGA
GENESIS
crusader of centy
ATLUS

Rarity US: 6
Rarity EU: 4

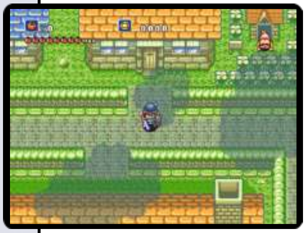
Crusader of Centy

Developer	Nextech
Publisher	Sega, (us) Atlus
Release date	(us) June 16, 1994 (eu) 1994
Genre	Action-adventure
Mode	1 Player

Gameplay takes place in an overhead perspective and focuses on exploring, battling enemies with a sword, and solving puzzles. As the story progresses numerous animals join the hero and aid him, they are used in gameplay like weapons or tools. The game's storyline is remarkable for questioning many of the traditional concepts of fantasy role-playing games, such as that monsters are inherently evil.

8.4

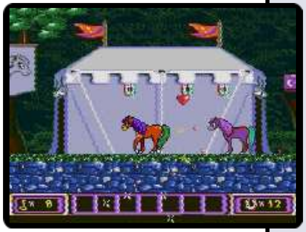
CRUSADER OF CENTY
crusader of centy
PUSH START BUTTON
©1994 SEGA
COMPUTER DESIGNED BY NEXTECH
PUBLISHED BY ATLUS
LICENSED BY SEGA ENTERPRISES,LTD.



J N P

6.4

CRYSTAL'S PONY TALE
PRESS START
TM & © 1994 SEGA



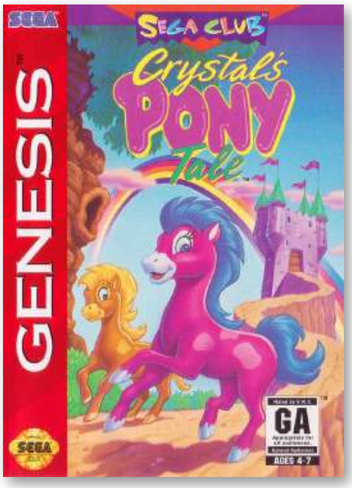
N

Crystal's Pony Tale

Developer	Artech Studios
Publisher	Sega
Release date	(us) 1994
Genre	Action-adventure
Mode	1 Player

Crystal's Pony Tale is a children's action-adventure game for the Genesis. The game features the adventures of protagonist Crystal Pony, who journeys to rescue her friends and stop an evil witch. It was created in hopes to attract little girls to the platform.

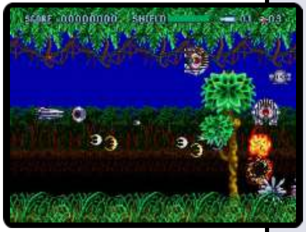
The Game Developer magazine reported the game "was criticized for featuring too much pink in its graphics." According to Sega Pro, a Sega Master System version was cancelled due to the game's failure.


SEGA
GENESIS
SEGA CLUB
Crystal's PONY Tale
GA
AGES 4-7

Rarity US: 4

6.9

CURSE
PUSH START BUTTON
1989 Micronet

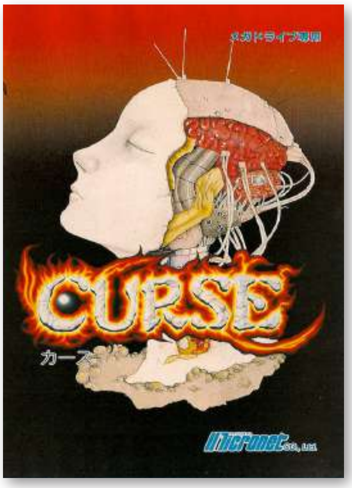


J

Curse

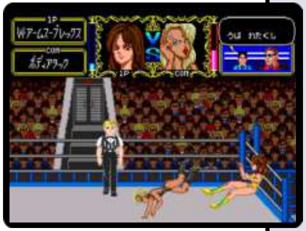
Developer	Micronet
Publisher	Micronet
Release date	(jp) December 23, 1989
Genre	Shooter
Mode	1 Player

Curse is similar to many other sideways/horizontal scrolling shooters, most notably R-Type. Various power-ups can be collected to boost weapons and speed. The object of the game is to shoot all other enemies that appear on screen and avoid crashing into bullets, enemies or foreground scenery. There are end-of-level boss enemies that stay with the player until they are defeated. There are no difficulty settings but the extends (aka: 1ups) are awarded every 1 million points.


メガドライブ専用
CURSE
カーズ
Micronet Co., Ltd.

6.8

キューティー鈴木の
Ringside Angel
©1990 ASMIK
PUSH START KEY



J

Cutie Suzuki no Ringside Angel

Developer	Copya System
Publisher	Asmik
Release date	(jp) December 12, 1990
Genre	Sports
Mode	1-2 Players

Cutie Suzuki no Ringside Angelis a Japan-exclusive Mega Drive game featuring the famous female Japanese wrestler Cutie Suzuki.

As the first video game based on women's professional wrestling for the Sega Mega Drive, it played a pivotal role in establishing females as protagonists in 16-bit video games, predating Alisia Dragoon by two years.

Mega Drive Cartridge
メガドライブ専用
キューティー鈴木の
Ringside Angel
リングサイド・エンジェル
ASMIK

SEGA
GENESIS
CUTTHROAT ISLAND
Acclaim

Rarity US: 2
Rarity EU: 5

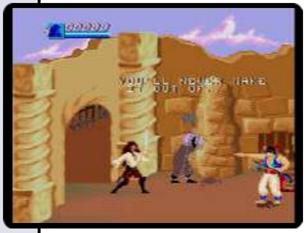
Cutthroat Island

Developer	Software Creations
Publisher	Acclaim Entertainment
Release date	(us) 1995 (eu) 1995
Genre	Platformer
Mode	1-2 Players

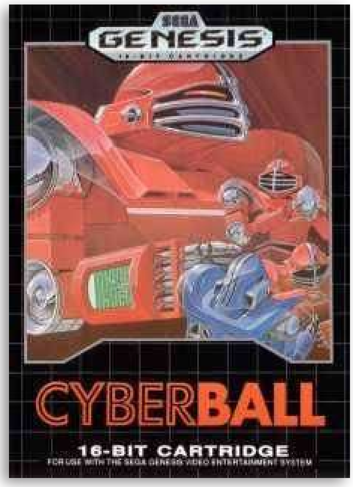
Based on the feature film of the same title, the game casts players in the role of renegade treasure hunters. The player is able to choose between two characters: Morgan Adams, a female character who wields a rapier; or William Shaw, a buccaneer who is armed with a sword. The game features single-player and two-player action modes and features two different gameplay styles to choose from: Swordplay and Brawling.

4.8

CUTTHROAT ISLAND
START GAME
OPTIONS



N P B


SEGA
GENESIS
CYBERBALL
16-BIT CARTRIDGE

Rarity US: 2
Rarity EU: 3

Cyberball

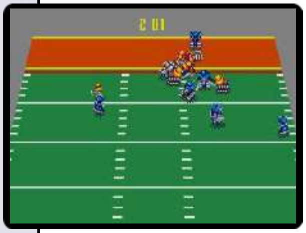
Developer	Sega
Publisher	Sega
Release date	(us) 1990 (eu) 1990
Genre	Sports
Mode	1-2 Players

CyberBall is a 1989 arcade sports game by Atari Games based on handegg. Sega ported it to the Sega Mega Drive in 1990 under license from Tengen, adding Sega Mega Modem support in Japan.

The game is a 7-man American football, using robotic avatars of different speeds, sizes, and skill sets set in the year 2022.

5.8

CYBERBALL
FOOTBALL IN THE 21st CENTURY
PRESS START BUTTON
TM ATARI GAMES CORP
© 1990 TENGEN INC.
REPROGRAMMED GAME ©SEGA 1990



J N P B

SEGA
GENESIS
CYBER-COP
Virgin GAMES
SEGA

Rarity US: 2
Rarity EU: 3

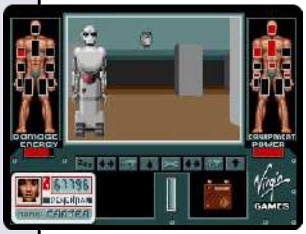
Cyber-Cop

Developer	Core Design
Publisher	Virgin Games
Release date	(us) 1992 (eu) 1992
Genre	Role-playing, First-person shooter
Mode	1 Player

Corporation, also known as Cyber-Cop, is a video game for Amiga, Atari ST and DOS, later ported to the Mega Drive/Genesis. It is one of the earliest 3D first-person shooter games, predating ID Software's Wolfenstein 3D. It was also the first of its kind to utilize dynamic lighting. Gameplay was very complex for its time, featuring role-playing, stealth and hacking elements, similar to the later Deus Ex series.

4.9

CYBER-COP
LICENSED BY SEGA ENTERPRISES.


DAMAGE ENERGY
EQUIPMENT POWER
Virgin GAMES

N P

6.5

CYBORG JUSTICE
PRESS START
© 1993 SEGA

N P B

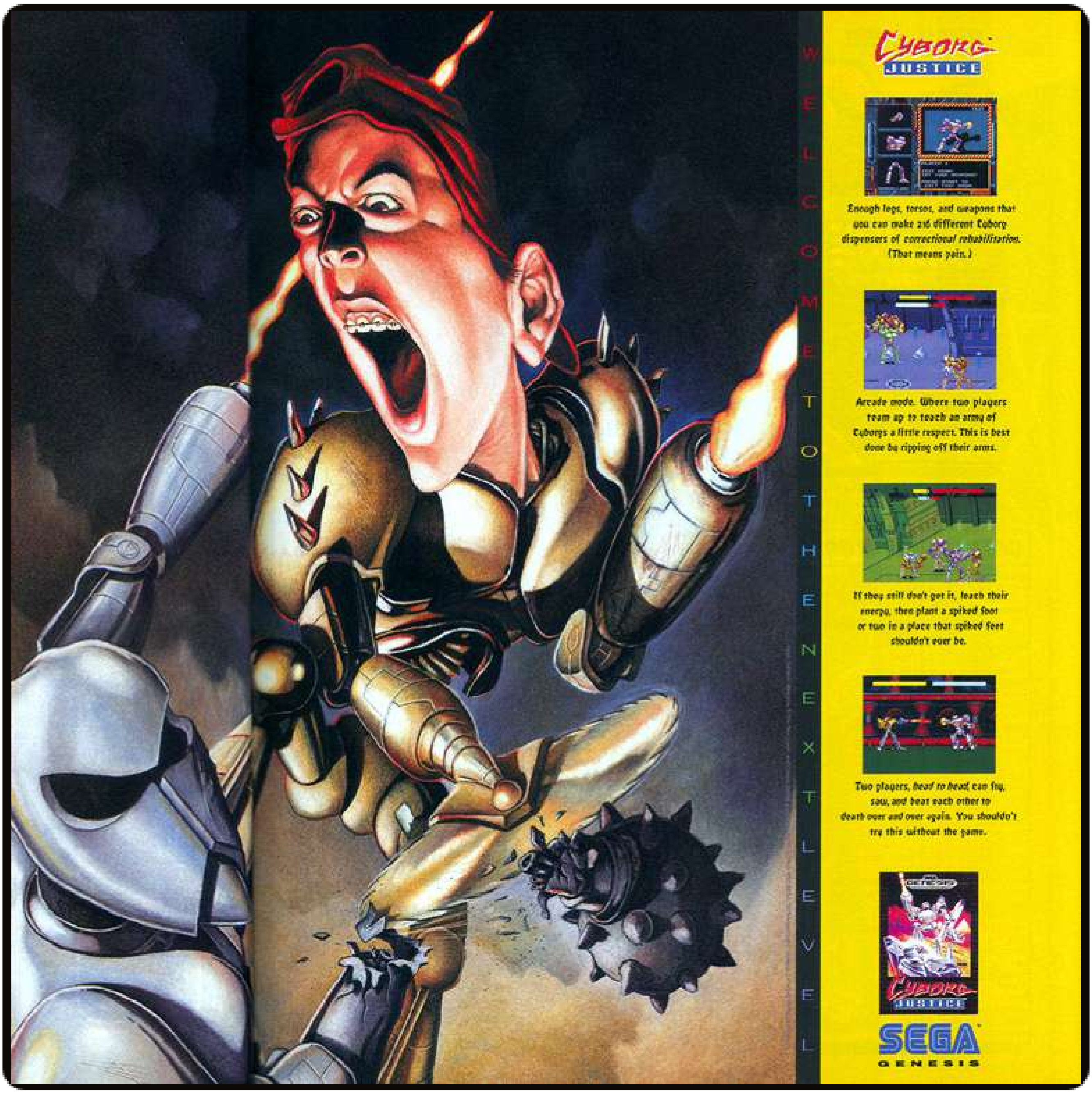
Cyborg Justice

Developer	Novotrade
Publisher	Sega
Release date	(us) 1993 (eu) April, 1993
Genre	Beat ‘em up
Mode	1-2 Players

Cyborg Justice is a side-scrolling beat ‘em up released for the Mega Drive. When starting the game, players are prompted to select a hand, body, and legs for their cyborg character. Players have a wide variety of moves, which includes picking up and using objects and manipulating enemies, and grabbing enemies. If desired, the player can swap out parts from defeated enemies.

GENESIS
SEGA
CYBORG JUSTICE

Rarity US: 3
Rarity EU: 4

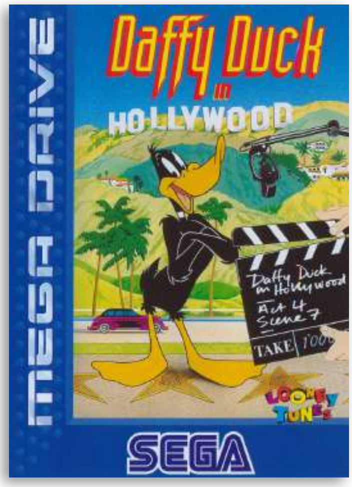

WELCOME TO THE NEXT LEVEL
CYBORG JUSTICE
GENESIS
SEGA
GENESIS

Enough legs, torsos, and weapons that you can make 216 different Cyborg dispensers of *correctional rehabilitation*. (That means pain.)

Arcade mode. Where two players team up to teach an army of Cyborgs a little respect. This is best done be ripping off their arms.

If they still don't get it, leach their energy, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.

Two players, *head to head*, can fry, saw, and beat each other to death over and over again. You shouldn't try this without the game.


MEGA DRIVE
Daffy Duck in HOLLYWOOD
Daffy Duck in Hollywood Act 4 Scene 7
TAKE 100
LOONEY TUNES
SEGA

Rarity EU: 5

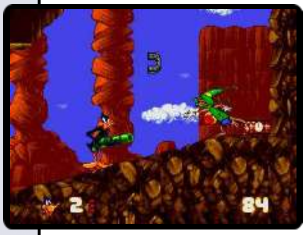
Daffy Duck in Hollywood

Developer	Psionic Systems
Publisher	Sega
Release date	(eu) 1994
Genre	Platformer
Mode	1 Player

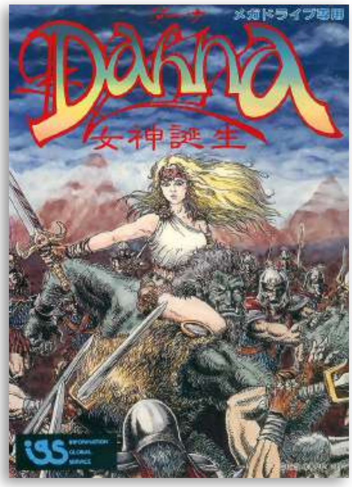
In the game, Yosemite Sam calls on Detective Daffy Duck to attempt to retrieve his precious golden movie awards. Daffy Duck grabs his trusty bubble gun and must explore film sets and retrieve the awards. The themed movie worlds range from horror to western and jungle to sci-fi. Along the way Daffy can power up his bubble gun to fire different types of bubbles. Enemies are defeated by capturing them in bubbles and allowing them to float away.

6.2

Daffy Duck
IN HOLLYWOOD
PRESS START BUTTON



P


メガドライブ専用
Dahna
女神誕生
IGS

Dahna: Megami Tanjō

Developer	IGS
Publisher	IGS
Release date	(jp) December 20, 1991
Genre	Action-platformer
Mode	1 Player

Dahna: Megami Tanjō is a platform action game where player controls the title character who struggles against the powers of an evil sorceress raiding her village. The story is told through cut scenes and Dahna was helped along the way by various mythical beasts.

Throughout the game, Dahna is capable of riding on the backs of different beasts including a horse, a griffin and a large ogre.

6.6

Dahna
女神誕生
PUSH START BUTTON
©IGS CORP.1991
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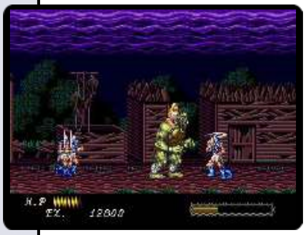
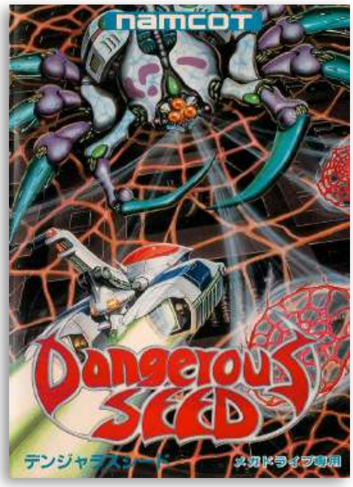


J


namcot
Dangerous SEED
デンジャラスシード
メガドライブ専用

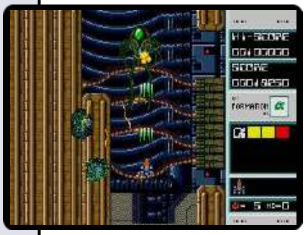
Dangerous Seed

Developer	Namco, Tose Software
Publisher	Namco
Release date	(jp) December 18, 1990
Genre	Shooter
Mode	1 Player

Dangerous Seed originally released as a 1989 arcade game, is a vertical scrolling shooter. The player assumes control of three separate ships operated by three separate pilots: Alpha Ship, Beta Ship and Gamma Ship. Each ship has a different firing pattern, and all three of them combined together when the ships are formed together as the Moon Diver; their mission is to quell an alien invasion which is spanning all of the Milky Way, and destroy the aliens' headquarters.

7.3

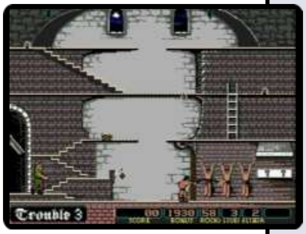
Dangerous Seed TM
PUSH START BUTTON
©1989 1990 NAMCO LTD.
ALL RIGHTS RESERVED
namcot


HI-SCORE
SCORE
FORMATION

J

2.2

DARK CASTLE



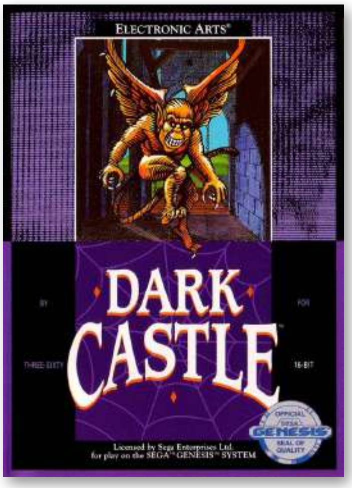
N P B

Dark Castle

Developer Silicon Beach Software, Artech Studios
Publisher Electronic Arts
Release date (us) 1991
(eu) 1991
Genre Platformer
Mode 1 Player

Dark Castle, first released as a 1986 Macintosh game, is a platform game where a young hero named Duncan tries to make his way to the evil Black Knight, dodging objects as well as solving occasional puzzles.

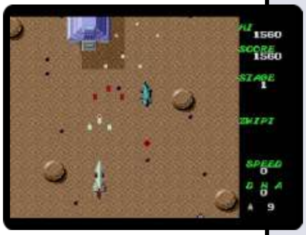
Many believed the Genesis port did not do the game justice, citing sloppy controls, altered graphics and cut sounds. It was panned by critics and gamers alike.


ELECTRONIC ARTS
DARK CASTLE
GENESIS

Rarity US: 3
Rarity EU: 4

6.1

DARWIN 4081
PUSH START BUTTON



J

Darwin 4081

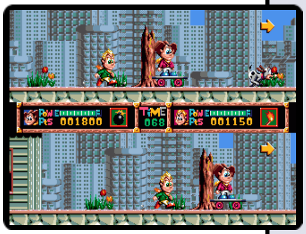
Developer Data East
Publisher Sega
Release date (jp) April 7, 1990
Genre Shooter
Mode 1 Player

Darwin 4081, originally released as SRD: Super Real Darwin for the arcades, is the sequel to Data East's 1986 arcade game, Darwin 4078. The player takes control of a small fighter ship capable of mutating into different shapes. The ship's appearance will change with upgraded weapons as the player obtain more power-ups.

Mega Drive Cartridge
DARWIN 4081
SEGA

6.5

DASHIN' DESPERADOES
PRESS START BUTTON
© 1993 DATA EAST CORPORATION
LICENSED BY SEGA ENTERPRISES LTD



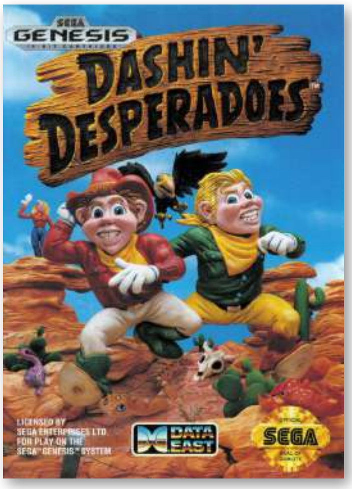
N

Dashin' Desperadoes

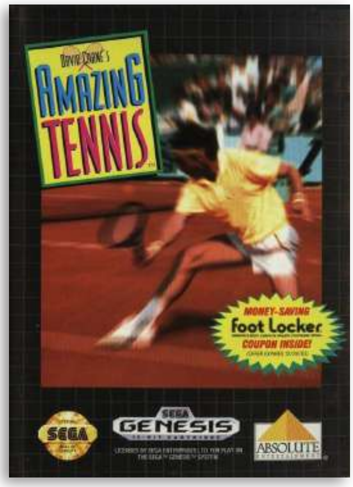
Developer Data East
Publisher Data East
Release date (us) July, 1993
Genre Platformer
Mode 1-2 Players

One or two players, playing as two cowboys, races to reach Jenny, the blond-haired maiden who waits at the end of each level. Through obstacles, hazards, and various creatures, the cowboys race each other through six different worlds of beaches, jungles, and ancient ruins to reach Jenny.

Playing the game on Japanese hardware yields an alternate title, Rumble Kids, despite being never released in Japan.


GENESIS
DASHIN' DESPERADOES
DATA EAST
SEGA

Rarity US: 3


David Crane's
Amazing Tennis
Money-saving Foot Locker coupon inside!
SEGA
SEGA GENESIS
ABSOLUTE

Rarity US: 2

David Crane's Amazing Tennis

Developer	Imagineering, FarSight Technologies
Publisher	Absolute Entertainment
Release date	(us) 1992
Genre	Sports
Mode	1-2 Players

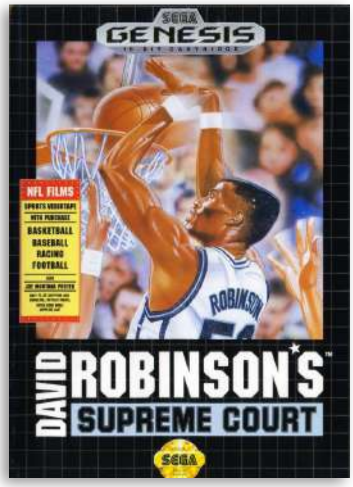
David Crane's Amazing Tennis simulates the men's singles game across three set matches, the game is viewed from behind the player. Clay, grass and hard courts are available, and the player can specify handedness. There are a selection of fictional computer controlled opponents available, each with different strengths, and a two player local multiplayer option is available. Players can perform various shots, such as topspin, backspin, lob and drop shots.

4.8

David Crane's Amazing Tennis

Foot Locker

N


SEGA GENESIS
NFL FILMS
DAVID ROBINSON'S
SUPREME COURT
SEGA

Rarity US: 2
Rarity EU: 2

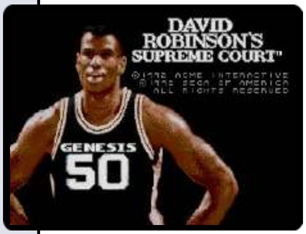
David Robinson's Supreme Court

Developer	Acme Interactive
Publisher	Sega
Release date	(us) June, 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

David Robinson Supreme Court was endorsed by NBA player David Robinson but does not feature an NBA license and instead features four different fictional American teams.

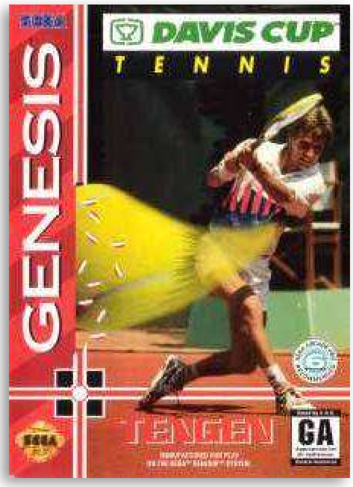
There are three modes: exhibition, playoffs, and role-playing (a kind of career mode).

5.6


DAVID ROBINSON'S SUPREME COURT
GENESIS
50

L.A. 0
1ST QUARTER
CHICAGO 0

J N P B


SEGA
GENESIS
DAVIS CUP
TENNIS
TENGEN
GA

Rarity US: 2
Rarity EU: 2

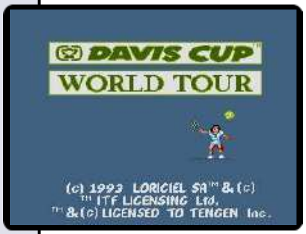
Davis Cup Tennis

Developer	Loriciel
Publisher	Tengen
Release date	(us) August 15, 1993 (eu) 1993
Genre	Sports
Mode	1-2 Players

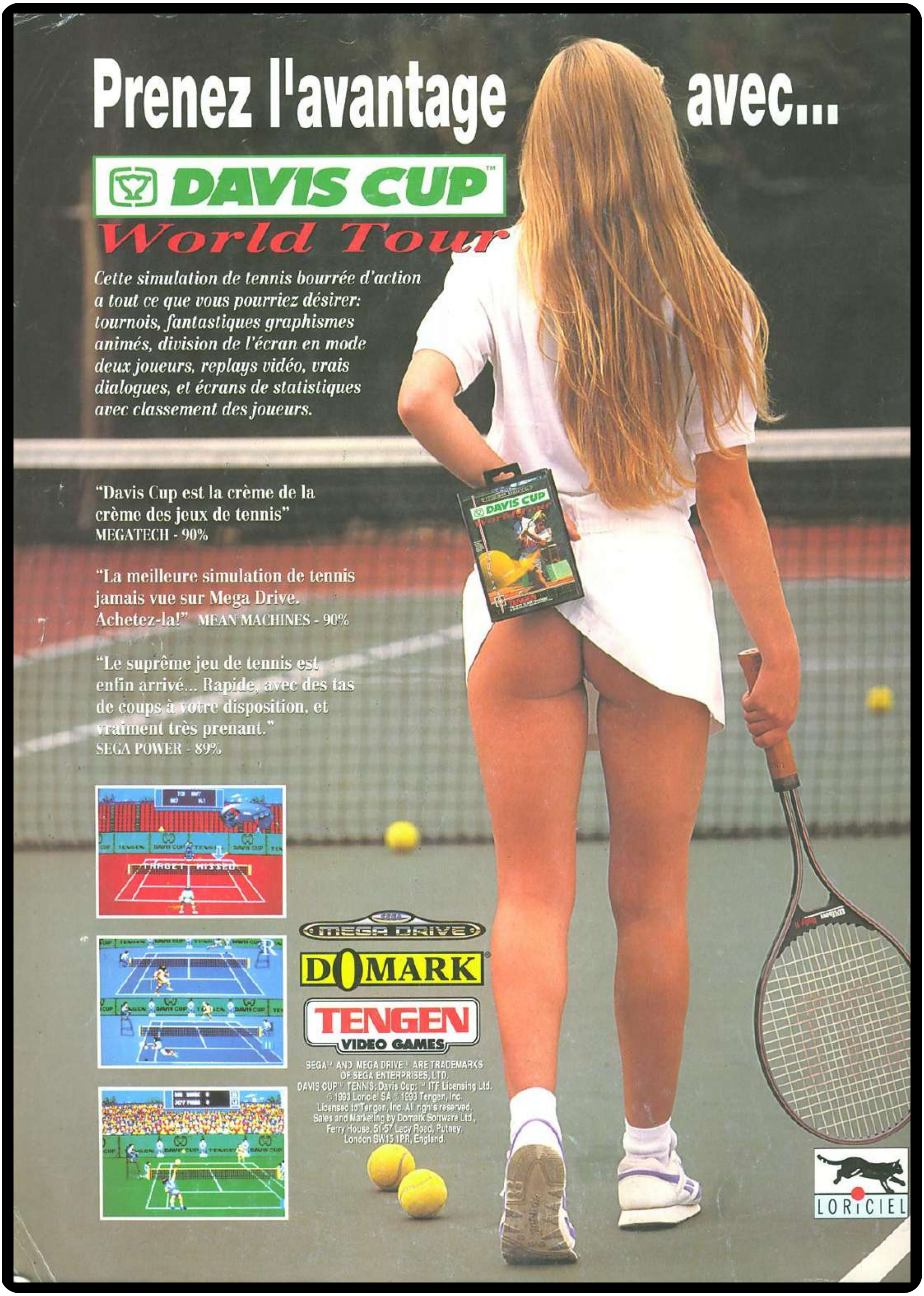
The Davis Cup is an annual international team event in men's tennis. The participating countries, consisting of different players, compete in both singles and doubles matches. The entire championship has been made available in this game, and the matches are played using a third-person perspective.

"mobygames.com"

6.6


DAVIS CUP
WORLD TOUR
(c) 1993 LORICIEL SA & (c) ITF LICENSING Ltd.
& (c) LICENSED TO TENGEN Inc.

J N P



Prenez l'avantage avec...

DAVIS CUP™ World Tour

Cette simulation de tennis bourrée d'action a tout ce que vous pourriez désirer: tournois, fantastiques graphismes animés, division de l'écran en mode deux joueurs, replays vidéo, vrais dialogues, et écrans de statistiques avec classement des joueurs.

"Davis Cup est la crème de la crème des jeux de tennis"
MEGATECH - 90%

"La meilleure simulation de tennis jamais vue sur Mega Drive. Achetez-la!" MEAN MACHINES - 90%

"Le suprême jeu de tennis est enfin arrivé... Rapide, avec des tas de coups à votre disposition, et vraiment très prenant."
SEGA POWER - 89%

MEGA DRIVE

DOMARK®

TENGEN
VIDEO GAMES

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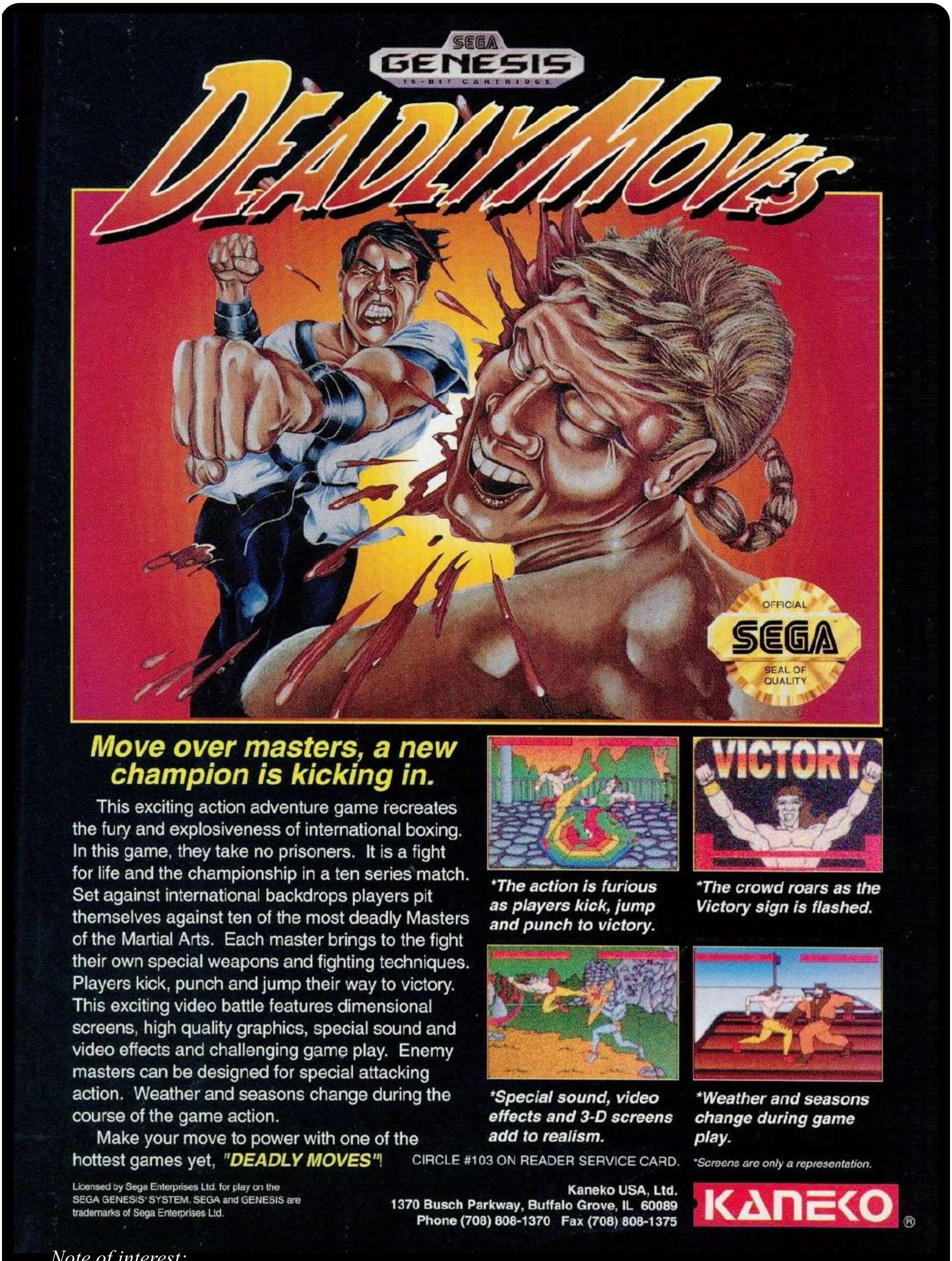
London SW15 1PR, England.

LORICIEL



Move over masters, a new champion is kicking in.

This exciting action adventure game recreates the fury and explosiveness of international boxing. In this game, they take no prisoners. It is a fight for life and the championship in a ten series match. Set against international backdrops players pit themselves against ten of the most deadly Masters of the Martial Arts. Each master brings to the fight their own special weapons and fighting techniques. Players kick, punch and jump their way to victory. This exciting video battle features dimensional screens, high quality graphics, special sound and video effects and challenging game play. Enemy masters can be designed for special attacking action. Weather and seasons change during the course of the game action.

Make your move to power with one of the hottest games yet, ***"DEADLY MOVES"***!

**The action is furious as players kick, jump and punch to victory.*

**The crowd roars as the Victory sign is flashed.*

**Special sound, video effects and 3-D screens add to realism.*

**Weather and seasons change during game play.*

CIRCLE #103 ON READER SERVICE CARD.

**Screens are only a representation.*

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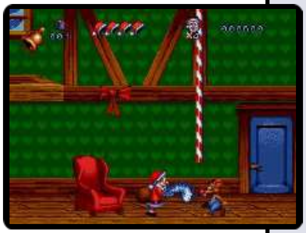
1370 Busch Parkway, Buffalo Grove, IL 60089
Phone (708) 808-1370 Fax (708) 808-1375

KANEKO®

Note of interest:
This is a US magazine ad for Deadly Moves. While detailing its features, it does not feature any actual screenshots from the game, but crudely drawn ones that does not resemble the game at all.

6.4

DAZE
BEFORE
CHRISTMAS
PRESS START



P

Daze Before Christmas

Developer	Funcom
Publisher	Sunsoft
Release date	(eu) 1994
Genre	Platformer
Mode	1-2 Players

Daze Before Christmas is a Christmas-themed platformer by Funcom. Players take the role of Santa Claus, tasked with saving all of his elves and retrieving his plans from the evil Timekeeper.

The game is notable for being the only Mega Drive game on record to be released exclusively in Australia. Manufacturing was actually cancelled shortly after the first run had shipped due to quality issues.

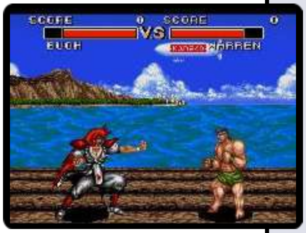
"segaretro.org"

MEGA DRIVE
DAZE BEFORE Christmas
G
SUNSOFT
SEGA

Rarity EU: 7

4.6

Deadly MOVES
1PLAYER
V.S.
OPTION
PRESS START BUTTON
KANEKO
©1992 KANEKO CO.,LTD.
LICENSED BY
SEGA ENTERPRISES,LTD.

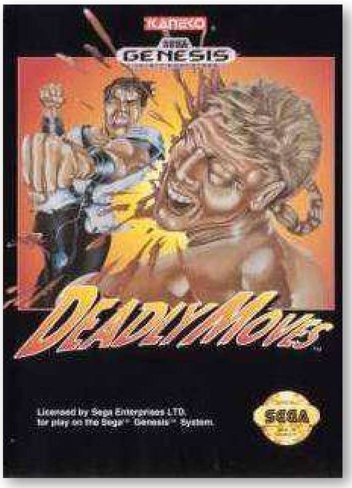

SCORE
VS
SCORE

J N

Deadly Moves

Developer	System Vision
Publisher	Kaneko
Release date	(us) August 14, 1992
Genre	Fighting
Mode	1-2 Players

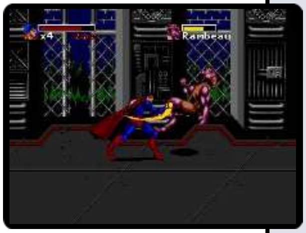
The gameplay is that of a traditional head-to-head fighting game. But unlike most games of its type, the single-player mode is limited to one character, Joe, who is the protagonist of the game. One of the game's most distinctive aspects is an RPG-like system which enables the player to boost Joe's various attributes, such as strength, speed and endurance. Another gimmick is the use of a two-plane fighting area (similar to that of SNK's Fatal Fury: King of Fighters).


KANEKO
SEGA GENESIS
DEADLY MOVES
Licensed by Sega Enterprises LTD. for play on the Sega Genesis System.
SEGA

Rarity US: 3

6.7

THE DEATH AND
RETURN OF
SUPERMAN
START GAME
OPTIONS

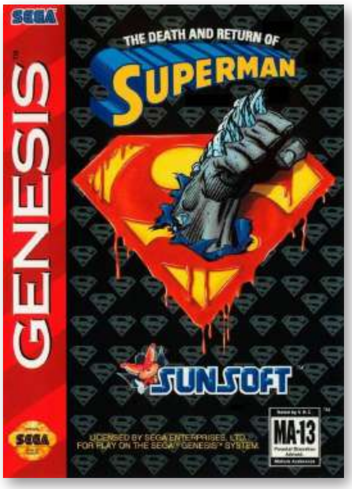


N P

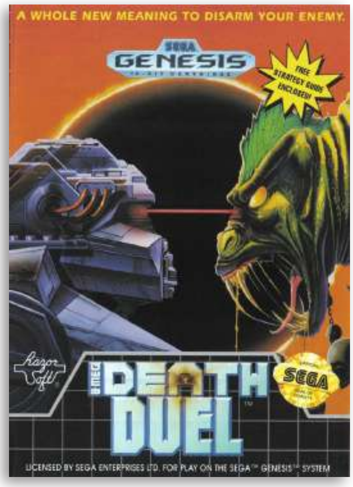
The Death and Return of Superman

Developer	Blizzard Entertainment, Realtime Associates
Publisher	Sunsoft, (eu) Acclaim Entertainment
Release date	(us) 1995 (eu) 1994
Genre	Beat 'em up
Mode	1 Player

The Death and Return of Superman is a beat 'em up based on the Death of Superman storyline. It features many characters from the comics, including Superman himself, Superboy, Steel, Cyborg, the Eradicator, and Doomsday. All of the five Supermen are playable characters at some point.


SEGA
GENESIS
THE DEATH AND RETURN OF
SUPERMAN
SUNSOFT
MA-13

Rarity US: 5
Rarity EU: 7


A WHOLE NEW MEANING TO DISARM YOUR ENEMY.
SEGA GENESIS
FREE STRATEGY GUIDE ENCLOSED!
DEATH DUEL
SEGA
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

Rarity US: 3

Death Duel

5.9

N P

Developer	Punk Development
Publisher	RazorSoft
Release date	(us) 1992 (eu) N/A
Genre	First-person shooter
Mode	1 Player

Death Duel is a tactical side-scrolling first-person shooter. The game consists of different time-limited rounds against a single enemy. Each opponent has specific weaknesses and they can hide behind walls on the battlefield. To take them out, Jade needs to choose the most effective weapons and target specific parts before he runs out of time and ammo.

"mobygames.com"

SEGA GENESIS
DEcapAttack
SEGA

Rarity US: 2
Rarity EU: 3

Decap Attack

7.1

DECAP ATTACK
Starring CHUCK D. HEAD
PRESS START BUTTON
©1991 SEGA

J N P B

Developer	Vic Tokai
Publisher	Sega
Release date	(us) October, 1991 (eu) January, 1992
Genre	Platformer
Mode	1 Player

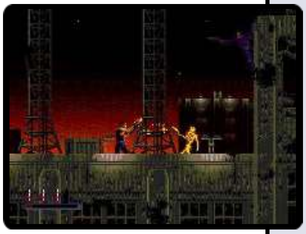
Decap Attack is a westernized version of the 1990 Japanese Mega Drive game Magical Hat no Buttobi Tabo! Daibōken, with the graphics, characters, music, and level designs all being changed.

In the western release, the player controls a living mummy, named Chuck D. Head, through various side-scrolling levels in an effort to battle an underworld army led by Max D. Cap.

To win at this game, you've got to use your head.
CIRCLE #106 ON READER SERVICE CARD.

7.4

DEMOLITION MAN



N P B

Demolition Man

Developer Alexandria, Inc.
Publisher Acclaim Entertainment
Release date (us) 1995
(eu) 1995
Genre Action-platformer
Mode 1 Player

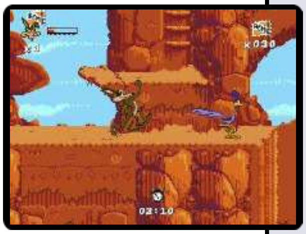
The player controls John Spartan, the main character from the film, as he attempts to find and defeat his nemesis, Simon Phoenix. The game is primarily a platform game, with two overhead top-down shooter segments; in either gameplay type the player character can fire in eight directions. The first stage is set in 1996 and all stages after in 2032, following a simplified plot of the movie.

SEGA
GENESIS
STALLONE SNIPES
DEMOLITION MAN
Acclaim

Rarity US: 3
Rarity EU: 5

7.2

DESERT DEMOLITION
COYOTE
ROADRUNNER
START
OPTIONS



N P B

Desert Demolition Starring Road Runner and Wile E. Coyote

Developer BlueSky Software
Publisher Sega
Release date (us) 1995
(eu) 1995
Genre Action
Mode 1 Player

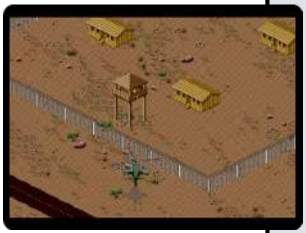
Each level is split up into two parts. Players get a choice between playing as either: Wile E. Coyote and Road Runner. Playing as Wile E. Coyote puts a heavier emphasis on platforming and avoiding traps. When one play as Road Runner, players must try to escape from Wile E. Coyote and complete the level by getting to the other end.

SEGA
GENESIS
DESERT DEMOLITION
Starring Road Runner and Wile E. Coyote
LOONEY TUNES

Rarity US: 3
Rarity EU: 4

7.4

DESERT STRIKE
RETURN TO THE GULF

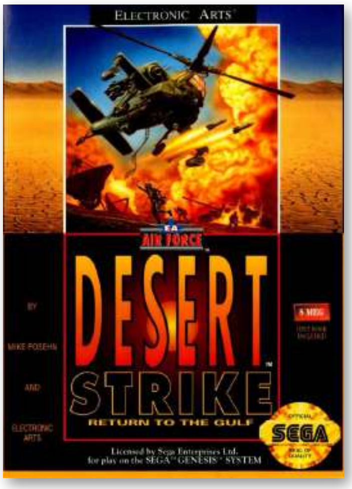


J N P B

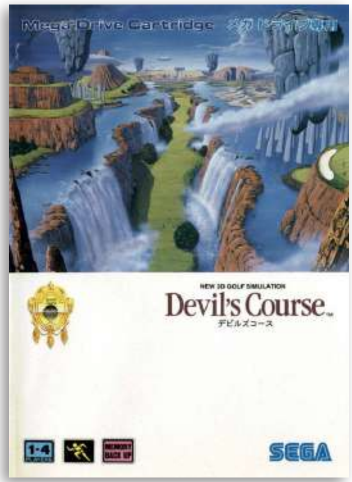
Desert Strike: Return to the Gulf

Developer Electronic Arts
Publisher Electronic Arts, (jp) Electronic Arts Victor
Release date (us) June 4, 1992
(eu) 1993
Genre Shooter
Mode 1 Player

Desert Strike is a shoot 'em up game in which the player pilots an AH-64 Apache helicopter. The game is less frantic than typical shoot 'em ups, with the addition of greater strategic elements. The action takes place on open, multi-directional scrolling levels viewed from an isometric perspective.


ELECTRONIC ARTS
EA AIR FORCE
DESERT STRIKE
RETURN TO THE GULF
SEGA

Rarity US: 2
Rarity EU: 1

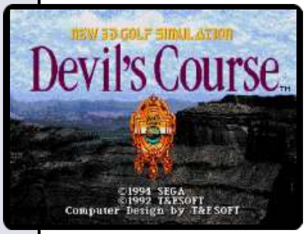

Mega Drive Cartridge
NEW 3D GOLF SIMULATION
Devil's Course
デビルズコース
SEGA

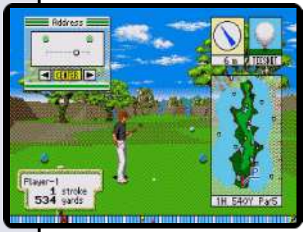
Devil's Course

4.3

Developer T&E Soft
Publisher Sega
Release date (jp) January 28, 1994
Genre Sports
Mode 1-4 Players

Devil's Course, originally released as True Golf Classics: Wicked 18 on the SNES, takes place on a very difficult otherworldly golf course. It is part of T&E Soft's "True Golf Classics" series, but unlike other games in the series which portray actual golf courses such as Pebble Beach and Waialae Country Club, Wicked 18 portrays an entirely fictitious golf course.


NEW 3D GOLF SIMULATION
Devil's Course
©1994 SEGA
©1992 T&ESOFT
Computer Design by T&ESOFT


Address
Player-1
1 stroke
534 yards
1H 540Y Par5

J

GENESIS
Devilish
The Next Possession
SEGA
SAGE'S CREATION

Devilish: The Next Possession

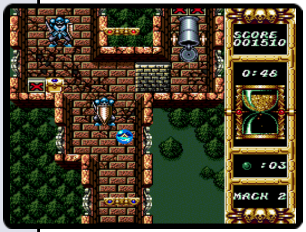
6.0

Developer Aisystem Tokyo
Publisher Sage's Creation, (jp) Hot B
Release date (us) 1992
Genre Breakout
Mode 1-2 Players

Devilish, Bad Omen in Japan, is a breakout clone. Players have to use two paddles; the upper one is used to defeat demons while the lower one helps to prevent the player from dropping to its demise at the bottom of the board. By defeating bad guys and smashing through breakable blocks, the player advances towards the boss of each level.

Rarity US: 4

Devilish
DEVILISH
PRESS START BUTTON
SAGE'S CREATION
©1992 SAGE'S CREATION
SEGA ENTERPRISES LTD.


SCORE 001510
0:46
:03
MACK 2

J N

SEGA
GENESIS
DICK TRACY

Dick Tracy

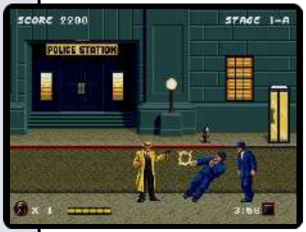
6.6

Developer Sega
Publisher Sega
Release date (us) 1990
(eu) 1991
Genre Action
Mode 1 Player

Dick Tracy is a side-scrolling arcade game where players control the famous hero through various stages to bring down Big Boy. Tracy can walk, jump, duck, shoot a pistol, and use a Tommy gun to hit enemies and objects in the background. Several of the villains from the comic book appear, and the final battle with Big Boy takes place in a scene similar to the climax of the feature film.

Rarity US: 4
Rarity EU: 3

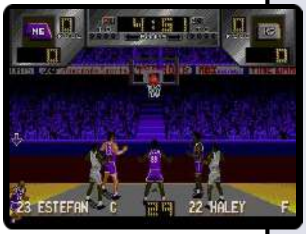
DICK TRACY
©TOUCHSTONE
SOURCE CODES: ©1990 SEGA OF AMERICA, INC. ALL RIGHTS RESERVED.


SCORE 2200
STAGE 1-A
POLICE STATION

J N P B

4.3

Dick Vitale's
AWESOME
BABY!
COLLEGE
HOOPS

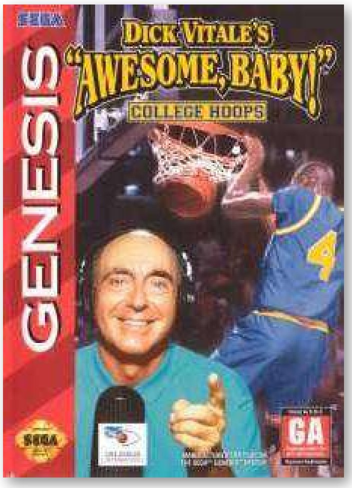

23 ESTEFAN C
22 HALEY F

Ⓝ Ⓟ

Dick Vitale's "Awesome Baby" College Hoops

Developer	Park Place Productions
Publisher	Time Warner Interactive
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-2 Players

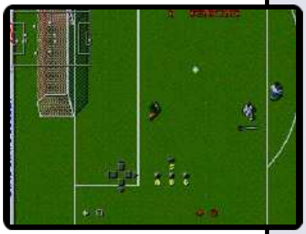
Dick Vitale's "Awesome Baby" College Hoops is a Genesis video game based on college basketball and featuring basketball coach/announcer Dick Vitale, who provides in-game commentary. Many different colleges from the U.S. can be chosen. The game features an exhibition mode in addition to a season mode.


SEGA
GENESIS
DICK VITALE'S
"AWESOME, BABY!"
COLLEGE HOOPS

Rarity US: 1
Rarity EU: 4

6.1

DINO
DINI's
SOCCER
IT'S IN THE NAME
CONCEPT, DESIGN AND CODE BY DINO DINI
DINI AND DINI
PRODUCTIONS
Virgin
INTERACTIVE
entertainment



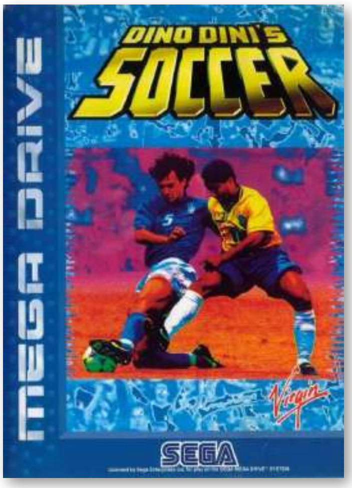
Ⓟ

Dino Dini's Soccer

Developer	Dini & Dini Productions
Publisher	Virgin Interactive
Release date	(eu) 1994
Genre	Sports
Mode	1-4 Players

Dino Dini's Soccer was a conversion of Goal! for the Sega Mega Drive. Dino Dini's Soccer had all the relevant features of the Amiga version and it was graphically superior to it.

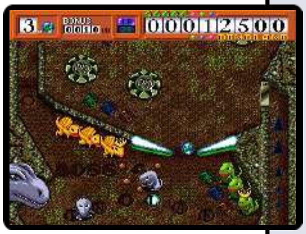
The game features a variety of tournaments, including the full World Cup and its qualifying rounds, and the European Championships, or individual matches, as well as being able to configure a league or cup tournament to players own specification.


MEGA DRIVE
DINO DINI'S
SOCCER
Virgin
SEGA

Rarity EU: 4

5.8

DINO LAND
PRESS START BUTTON
© 1991 WOLF TEAM
SEGA ENTERPRISES LTD.


3
000012500

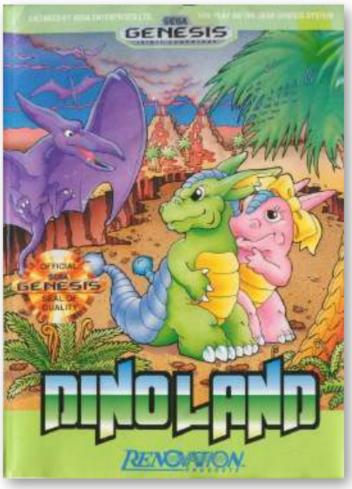
Ⓙ Ⓝ

Dino Land

Developer	Wolf Team
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) June, 1991
Genre	Pinball
Mode	1 Player

Dino Land, Chou Touryuu Retsuden Dino Land in Japan, is a pinball game by Wolf Team for the Sega Mega Drive and Sharp X68000. It is similar in style to action-pinball games such as Devil's Crush.

The game have a quest mode that span three pinball areas: Rescue the kidnapped girlfriend from Dino-Mike by completing boards based on the themes of Land, Water and Air. It also feature hitting dinosaurs with a pinball, and three bosses.


SEGA
GENESIS
DINO LAND
RENOVATION

Rarity US: 6

GENESIS
TOM MASON'S
DINOSAURS FOR HIRE
FROM THE HIT MALIBU COMIC
SEGA
GA
SEGA

Rarity US: 4

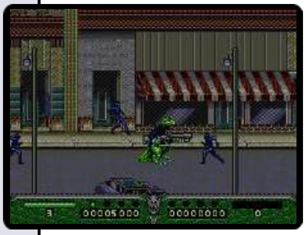
Dinosaurs for Hire

Developer	Sega interActive
Publisher	Sega
Release date	(us) 1993
Genre	Run 'n' gun
Mode	1-2 Players

Dinosaurs For Hire, based on the American comic book series by Tom Mason, is a run and gun game. The game features Archie, Lorenzo and Reese as the main playable characters while Cyrano shows up from time to time to give mission briefings but is not playable. They must use their skills and expertise to perform risky missions for the people that hired them. The game plays similar to Contra made by Konami.

6.9

TOM MASON'S
DINOSAURS
FOR HIRE
Press Start
(C) 1993 SEGA



Ⓝ Ⓑ

GENESIS
Disney's Aladdin
SEGA
GA
Virgin
Disney
SEGA

Rarity US: 2
Rarity EU: 1

Disney's Aladdin

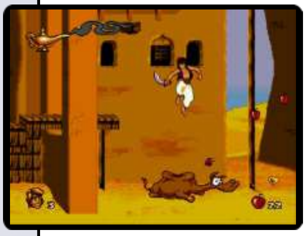
Developer	Virgin Games, Disney Software
Publisher	Sega
Release date	(us) November 11, 1993 (eu) November 11, 1993
Genre	Platformer
Mode	1 Player

The player controls Aladdin, who must make his way through several levels based on locations from the movie: from the streets and rooftops of Agrabah, the Cave of Wonders and the Sultan's dungeon to the final confrontation in Grand Vizier Jafar's palace.

The game sold 4 million copies. This makes it the third best-selling game on the Mega Drive, after Sonic the Hedgehog and Sonic the Hedgehog 2.

7.6

Disney's Aladdin
PRESS START
OPTIONS
(C) 1993 SEGA (C) 1993 VIRGIN GAMES
(C) 1993 THE WALT DISNEY COMPANY



Ⓙ Ⓝ Ⓟ Ⓑ

SEGA
GENESIS
Disney's Pinocchio
SEGA
T·HQ
KA

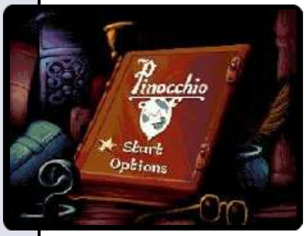
Rarity US: 5
Rarity EU: 4

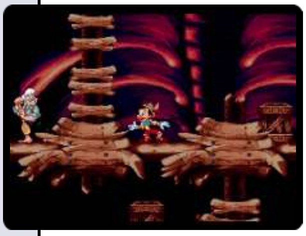
Disney's Pinocchio

Developer	Virgin Studios London, Westwood Studios
Publisher	THQ, (eu) Disney Interactive
Release date	(us) 1996 (eu) 1995
Genre	Puzzle, Adventure
Mode	1 Player

Disney's Pinocchio is a platform puzzle adventure game based on Walt Disney's Pinocchio. The game uses intertitles between levels to convey the story, in the form of a children's storybook. Pinocchio travels from home and must choose to go to School or Easy Street. He then travels from Stromboli's marionette show to Pleasure Island and then into the sea, where he saves Geppetto from inside Monstro and they escape.

6.5

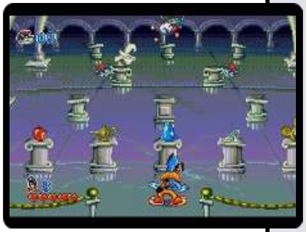

Pinocchio
Start
Options



Ⓝ Ⓟ Ⓑ

5.5

Bonkers
Press Start
Options
© 1994 THE WALT DISNEY COMPANY © 1994 SEGA



N P B

Disney's Bonkers

Developer	Sega
Publisher	Capcom
Release date	(us) 1994 (eu) February 10, 1995
Genre	Action
Mode	1 Player

Bonkers is a action game by Sega tying into Disney's Bonkers cartoon. The game consists of a series of missions with varying gameplay styles, for instance throwing donuts at criminals a la target practice or navigating a maze looking for pieces of clothes to identify a criminal based on a sketch.

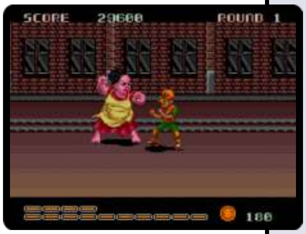
"segaretro.org"

SEGA
SEGA CLUB
GENESIS
Disney's
Bonkers
Toon Cop
Disney

Rarity US: 4
Rarity EU: 5

5.4

HI SCORE - 00200000
DJ Boy
PUSH START BUTTON
ORIGINAL GAME ©SEGA 1990 ©KANEKO 1989
KANEKO


SCORE 29600
ROUND 1

J N P

DJ Boy

Developer	Kaneko, Inter State
Publisher	Sega, (us) Kaneko
Release date	(us) 1990 (eu) 1991
Genre	Beat 'em up
Mode	1 Player

DJ Boy, also known as DJ Kid, was designed as a standard side-scrolling beat'em up game partially based on the hip-hop culture of the U.S. cities. What made the game unique at the time was the fact that many of the characters rode around on roller skates rather than walking or running.

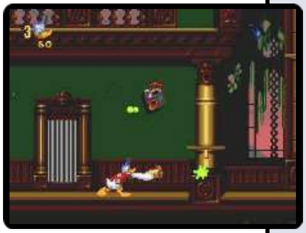
Mega placed the game at #4 in their list of the 10 Worst Mega Drive Games of All Time.

DJ Boy
KANEKO
GENESIS

Rarity US: 4
Rarity EU: 4

7.0

MAUI MALLARD



Sc P B

Donald in Maui Mallard

Developer	Disney Interactive, Creative Capers
Publisher	Disney Interactive
Release date	(eu) December 8, 1995
Genre	Platformer
Mode	1 Player

The game stars Donald Duck in a metafictional role as duck detective Maui Mallard, who adopts the name "Cold Shadow" when he dresses up in ninja garb. Besides typical platform game gameplay, one of the game's most distinctive gameplay features is allowing to switch the player character's form to suit one's needs.

The game was one of the first games to be released under the Disney Interactive Studios label.

Disney
DONALD in MAUI MALLARD
MEGA DRIVE
SEGA

Rarity EU: 4

ドラえもん
夢どろぼうと7人のゴザンス
SEGA

Doraemon: Yume Dorobou to 7-nin no Gozans

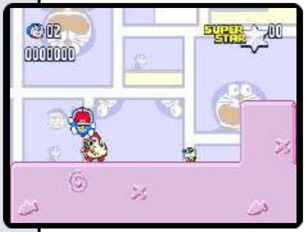
Developer G-Sat, Nexus Interact, Winds
Publisher Sega
Release date (jp) March 26, 1993
Genre Platformer
Mode 1 Player

Doraemon: Yume Dorobō to 7-nin no Gozans is an action platformer based on the popular children's cartoon Doraemon. Doraemon must make his way through each of the seven dreamscapes, stunning enemies with a water pistol, throwing them out of his way, and collecting coins and stars. He can run and jump, and even flail his arms to extend the reach of his jumps.

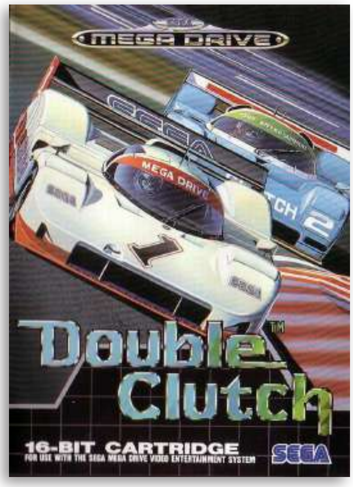
"mobygames.com"

6.5

ドラえもん
夢どろぼうと7人のゴザンス
PUSH START BUTTON


02
000000
SUPER STAR
00

J


MEGA DRIVE
Double Clutch
16-BIT CARTRIDGE
SEGA

Rarity EU: 4

Double Clutch

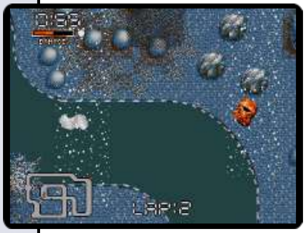
Developer BGS Development
Publisher Sega
Release date (eu) 1992
Genre Racing
Mode 1-2 Players

Double Clutch has a similar view to Super Off Road. However, the main objective is to race on four different race courses while trying to win after three laps. Bumping into the opponents and/or the terrain forces players to take damages. The race will automatically end if too much damage is taken by the player.

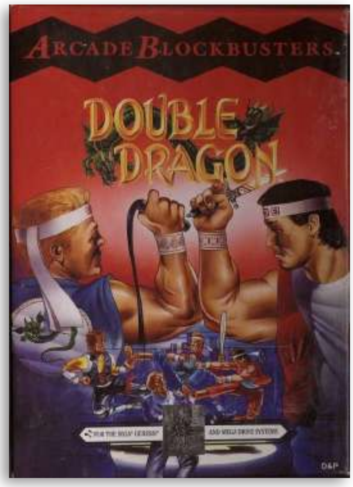
Three difficulty levels determine how fast the players' automobile gets repaired along with the winnings earned from each track.

6.1

Double Clutch



P


ARCADE BLOCKBUSTERS
DOUBLE DRAGON

Rarity US: 6

Double Dragon

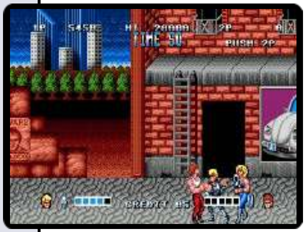
Developer Technōs Japan, Software Creations
Publisher Ballistic
Release date (us) 1993
(eu) 1993
Genre Beat 'em up
Mode 1-2 Players

In contrast to the Master System version, the Mega Drive version is a relatively straight port of the arcade with slight differences in graphics and sound. Most notably the backgrounds graphics are different, some of the character sprites are not 100% accurate and the head-swapped boss characters are replaced with plain palette swaps.

"segaretro.org"

5.6

DOUBLE DRAGON
双截龍
PRESS START


TIME
PUSH! 2P
CREDIT

N P

4.9

DOUBLE DRAGON II
The Revenge
PUSH START BUTTON

J

Double Dragon II: The Revenge

Developer	Technōs Japan
Publisher	PAL Soft
Release date	(jp) December 20, 1991
Genre	Beat ‘em up
Mode	1-2 Players

Unlike the NES version, the Mega Drive version is a straight port of the original arcade game, featuring the same stages, techniques and weapons, as well as almost every enemy character. The only significant change to the level designs was in Mission 2, which was substantially changed in order to make it a longer and more complex stage. However, the characters were redesigned to much smaller proportions.

Mega Drive Cartridge
DOUBLE DRAGON II
The Revenge
PAL SOFT

4.8

Double Dragon 3
The Rosetta Stone

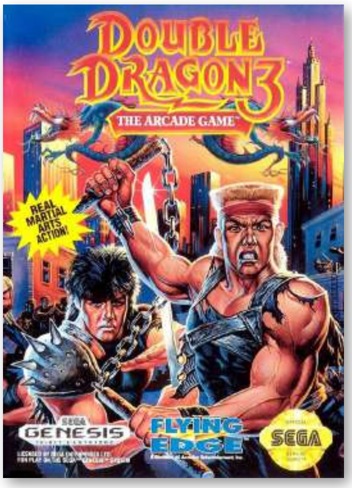
Weapon Shop

N P B

Double Dragon 3: The Arcade Game

Developer	East Technology, Software Creations
Publisher	Flying Edge
Release date	(us) 1992 (eu) 1993
Genre	Beat ‘em up
Mode	1-2 Players

Double Dragon 3: The Rosetta Stone is the final game in the trilogy. Although the boxart refers to the game as Double Dragon 3: The Arcade Game, the title screen remains the same as the arcade version. The purpose of the game is to collect three “Rosetta Stones” in order to face off with an adversary in Egypt.


DOUBLE DRAGON 3
THE ARCADE GAME
REAL MARTIAL ARTS ACTION!
GENESIS
FLYING EDGE
SEGA

Rarity US: 3
Rarity EU: 5

4.5

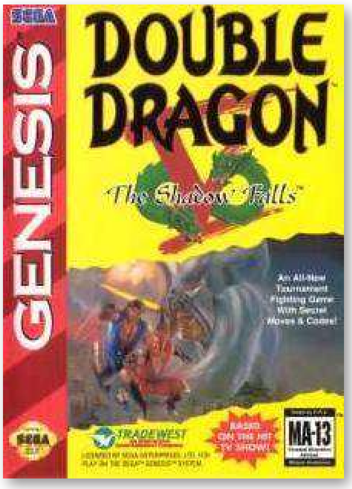
DOUBLE DRAGON V
THE SHADOW FALLS

N

Double Dragon V: The Shadow Falls

Developer	Leland Interactive Media
Publisher	Tradewest
Release date	(us) August 1, 1994
Genre	Fighting
Mode	1-2 Players

Unlike the previously produced Double Dragon games, Technōs had little or no credited involvement in the development of the game outside of licensing the series’ name to publisher Tradewest. Also unlike the previous games, which were side-scrolling beat-em-ups, Shadow Falls is a head-to-head fighting game based on the animated Double Dragon TV series in the style of Capcom’s 1991 arcade-hit Street Fighter II.


SEGA
GENESIS
DOUBLE DRAGON
The Shadow Falls
An All-New Tournament Fighting Game With Secret Moves & Codes!
TRADEWEST
MA-13

Rarity US: 2

GENESIS
SEGA
KONAMI
DOUBLE DRIBBLE
THE PLAYOFF EDITION
GA

Rarity US: 2
Rarity EU: 4

Double Dribble: The Playoff Edition

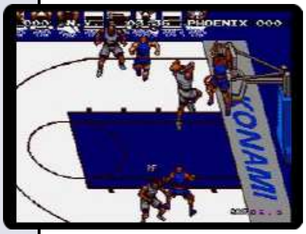
Developer	Konami
Publisher	Konami
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-8 Players

Double Dribble: The Playoff Edition, Hyper Dunk: The Playoff Edition in Japan, is is the follow-up to the Double Dribble.

With the help of Sega’s Team Player Adaptor peripheral, up to eight different players can play the game. The three modes of play are Exhibition, Multi-Play, and Playoff.

6.6

DOUBLE DRIBBLE
THE PLAYOFF EDITION
PRESS START BUTTON


PHOENIX
KONAMI

J N P

GENESIS
PUZZLE GAME
DR. ROBOTNIK'S
MEAN BEAN MACHINE
SEGA
GA

Rarity US: 2
Rarity EU: 3

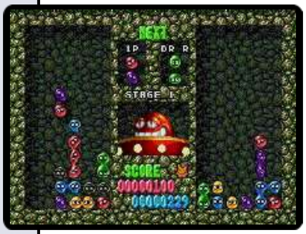
Dr. Robotnik’s Mean Bean Machine

Developer	Compile, Megasoft
Publisher	Sega
Release date	(us) November 26, 1993 (eu) January, 1994
Genre	Puzzle
Mode	1-2 Players

Dr. Robotnik’s Mean Bean Machine is the Western release of Puyo Puyo and was the first Puyo Puyo game to be released in the West. The game replaces Puyo Puyo’s characters with characters from the Sonic the Hedgehog franchise, being primarily based on the Adventures of Sonic the Hedgehog animated series rather than taking place on the main games’ universe.

7.8

Dr. Robotnik's
Mean Bean
Machine
PRESS START BUTTON


NEXT
STAGE
SCORE

J N P B

MEGA DRIVE
DRAGON BALL Z
L'APPEL DU DESTIN
16-BIT CARTRIDGE
BAN DAI

Rarity EU: 5

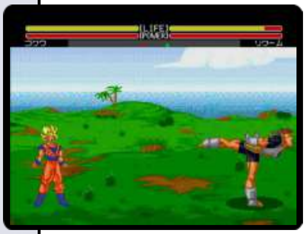
Dragon Ball Z: Buyu Retsuden

Developer	Tose Software
Publisher	Bandai
Release date	(eu) 1994
Genre	Fighting
Mode	1-2 Players

Dragon Ball Z: Buyuu Retsuden is a Japanese release but was also released in France and Spain, due to the great popularity in these countries. The game was also distributed in Portugal in where it is simply called Dragon Ball Z. The distributor, Ecofilmes, would take Japanese copies of the game, replace the cover and the manual, but keep the Japanese cart. Some time after, they released a second version and switched to use the French version cartridge. Both versions are very rare.

7.3

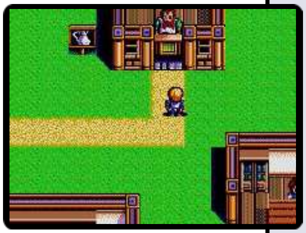
DRAGON BALL Z
武勇烈伝
PRESS START BUTTON
©BANDAI 1994



J P

7.6

はじめから
つづきから
The Legend Of Heroes



J

Dragon Slayer: Eiyuu Densetsu

Developer Nihon Falcom
Publisher Sega
Release date (jp) September 16, 1994
Genre Role-playing
Mode 1 Player

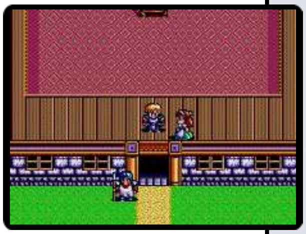
Dragon Slayer: The Legend of Heroes is the sixth game in the Dragon Slayer line of games, and the first in The Legend of Heroes series. It was originally released in 1989 for the NEC PC-8801.

The game is a traditional medieval-themed Japanese RPG with turn-based combat viewed from first-person perspective (like in Dragon Warrior games).

Mega Drive Cartridge
メガドライブ専用
ドラゴンスレイヤー
英雄伝説
The Legend Of Heroes
SEGA

7.5

Dragon Slayer
THE LEGEND OF HEROES
II



J

Dragon Slayer: Eiyuu Densetsu II

Developer Nihon Falcom
Publisher Sega
Release date (jp) January 20, 1995
Genre Role-playing
Mode 1 Player

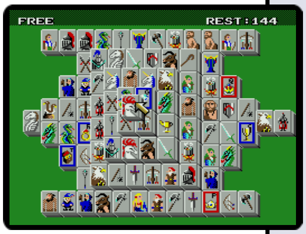
The second Dragon Slayer is very similar to the first game, graphically and gameplay-wise. The only major difference is the fact that the enemies are now completely visible on screen before battles, so that the player can avoid fighting them if he wants to. Otherwise, it is a traditional Japanese RPG with turn-based combat viewed from first-person perspective.

"mobygames.com"

MEGA DRIVE
ドラゴンスレイヤー
英雄伝説 II
The Legend Of Heroes II
SEGA

7.1

DRAGON'S EYE
SHANGHAI 3
©1991 HOME DATA
©1991 MEDIAGENIC CORP.


FREE
REST:144

J

Dragon's Eye Plus: Shanghai III

Developer Home Data, Eurhythm
Publisher Home Data
Release date (jp) November 2, 1991
Genre Puzzle
Mode 1-2 Players

Dragon's Eye Plus: Shanghai III is a member of Activision's Shanghai series of mahjong solitaire games — to be precise, it is a port of the Japanese version of what the Western market got as Shanghai II: Dragon's Eye; the numbering discrepancy was because of a Japanese Shanghai II that had already been made.

"segaretro.org"

Mega Drive Cartridge
メガドライブ専用
DRAGON'S EYE
HOME DATA

DRAGON'S FURY
A pinball game beyond your wildest fantasies!
GENESIS
SEGA
TENGEN

Rarity US: 3
Rarity EU: 3

Dragon's Fury

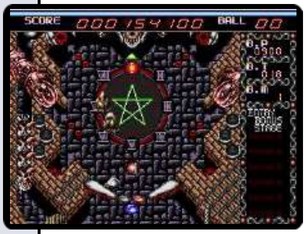
Developer	Technosoft
Publisher	Tengen, (jp) Technosoft
Release date	(us) 1992
	(eu) 1992
Genre	Pinball
Mode	1-2 Players

Dragon`s Fury is a port of a 1990 TurboGrafx-16 game titled Devil's Crush. It is the second installment in the Crush Pinball series after Alien Crush, the game has an eerie occult theme with skulls, skeletons, and demons.

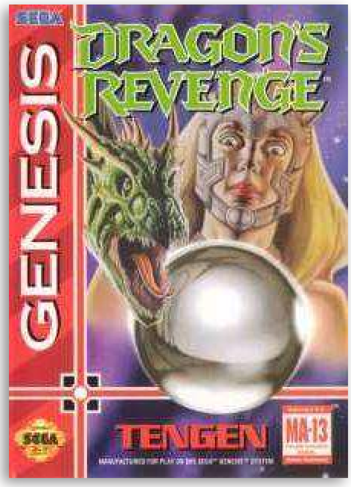
The play field of Devil's Crush consists of a free scrolling pinball table three screens high with three pairs of flippers.

7.8

DRAGON'S FURY TM
TENGEN INC.
©1992 Technosoft


SCORE
000 154 100
BALL
00

J N P


SEGA
GENESIS
DRAGON'S REVENGE
TENGEN
MA-13

Rarity US: 3
Rarity EU: 4

Dragon's Revenge

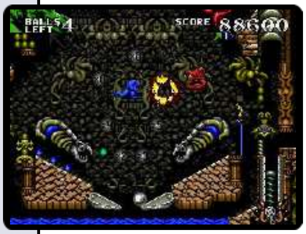
Developer	Tengen
Publisher	Tengen
Release date	(us) 1993
	(eu) 1993
Genre	Pinball
Mode	1-2 Players

Dragon's Revenge is a follow-up to Devil's Fury, a pinball game set in sword and sorcery scenario, wherein the player has to defeat a dragon and a witch.

There are several various stages and bonus/boss stages in the game. None of the stages is attempting to simulate an actual pinball machine like in most other pinball games and the game only uses basic pinball mechanics.

6.9

DRAGON'S REVENGE TM


BALLS LEFT 4
SCORE
88600

J N P

SEGA
GENESIS
AUTHENTIC. FIERCE. BRUTAL.
DRAGON
THE BRUCE LEE STORY
Acclaim
TEEN

Rarity US: 4
Rarity EU: 3

Dragon: The Bruce Lee Story

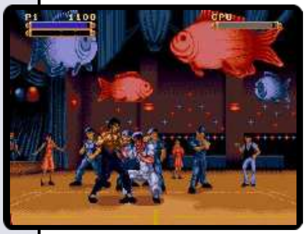
Developer	Virgin Interactive
Publisher	Acclaim Entertainment, (eu) Virgin Interactive
Release date	(us) 1994
	(eu) 1993
Genre	Fighting
Mode	1-3 Players

Dragon: The Bruce Lee Story is a fighting game based on the film Dragon: The Bruce Lee Story, which is a semi-fictionalized account of the life of Bruce Lee.

Players control Lee, and must defeat the sailor from the dance in Hong Kong, the chefs from the Chinese Restaurant in San Francisco, the martial arts master who challenges Lee, amongst others to progress through the game, recalling scenes from the film.

5.2

DRAGON
THE BRUCE LEE STORY



N P

5.2

The Duel
TEST DRIVE II

Ⓝ Ⓟ

The Duel: Test Drive II

Developer	Distinctive Software, Accolade
Publisher	Ballistic
Release date	(us) 1992 (eu) 1992
Genre	Racing
Mode	1 Player

Like the original Test Drive, the focus of The Duel is driving exotic cars through dangerous highways, evading traffic, and trying to escape police pursuits. While the first game in the series had the player simply racing for time in a single scenario, Test Drive II improves upon its predecessor by introducing varied scenery, and giving the player the option of racing against the clock or competing against a opponent.

The Duel
TEST DRIVE II
FREE POSTER INSIDE!!

Rarity US: 4

4.9

DUKE NUKEM 3D

Ⓑ

Duke Nukem 3D

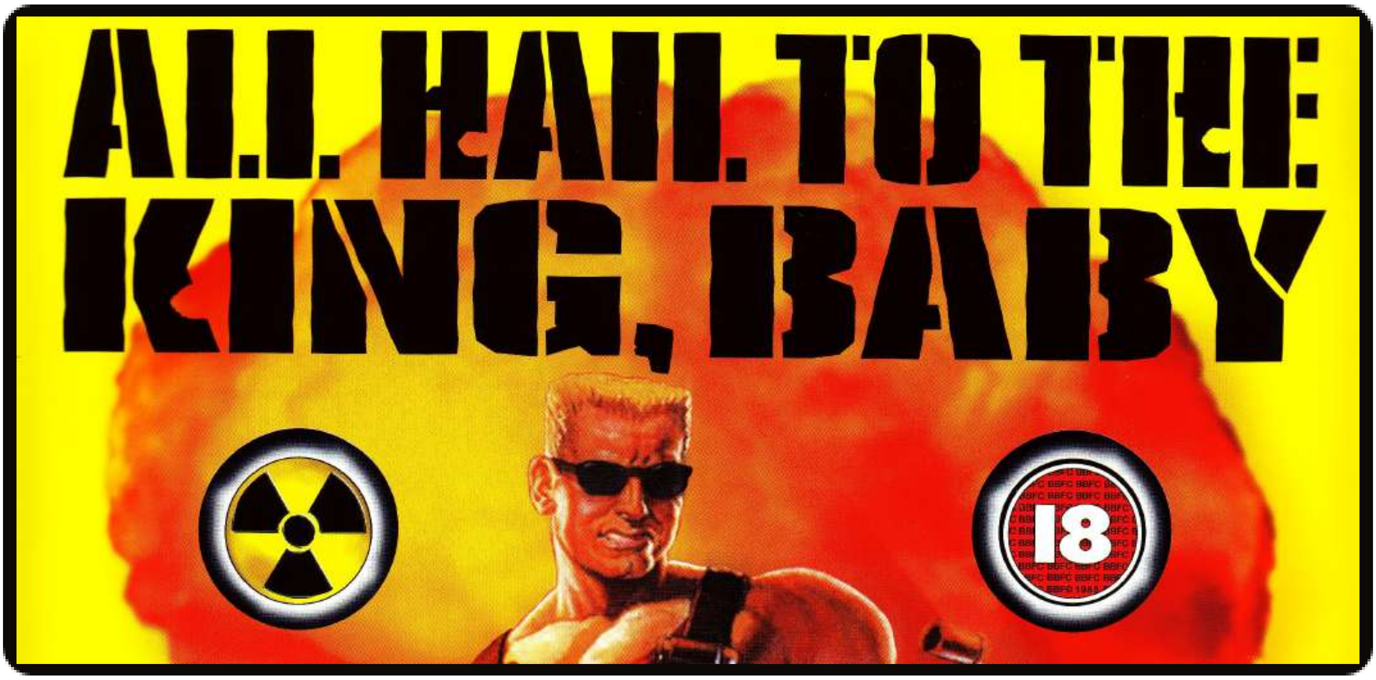
Developer	3D Realms
Publisher	Tec Toy
Release date	(br) 1998
Genre	First-person shooter
Mode	1 Player

The Tectoy remake of Duke Nukem 3D feature drastically simplified visuals, being closer to early shooters like Wolfenstein 3D. It consisted solely of Lunar Apocalypse, the second from the original game's three episodes, which was heavily modified to suit the game engine. This version was released in South America only.

The legal status of the remake is disputed; 3D Realms claims that it is not legal while Tec Toy claims that they obtained a license from publisher GT Interactive.

MEGA DRIVE
DUKE NUKEM 3D
3D REALMS
SEGA
TECTOY

Rarity BR: 6


ALL HAIL TO THE KING, BABY
18

Dune: The Battle For Arrakis

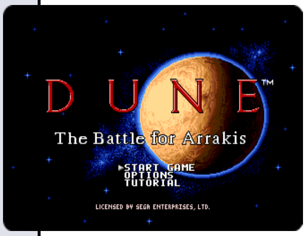
SEGA
GENESIS
DUNE
THE BATTLE FOR ARRAKIS
MA-13

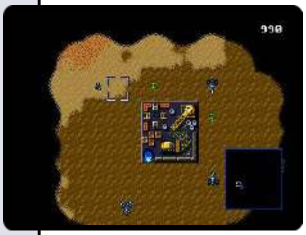
Rarity US: 5
Rarity EU: 3

Developer	Westwood Studios
Publisher	Virgin Games
Release date	(us) 1993 (eu) january, 1994
Genre	Strategy
Mode	1 Player

Dune II: Battle for Arrakis, based upon David Lynch's 1984 movie Dune, is a complete overhaul of Dune II: The Building of a Dynasty, a DOS/Amiga game released a year earlier. The Mega Drive version features streamlined controls, gameplay tweaks, new levels and an entirely new set of graphics. Dune II is considered a milestone in the real-time strategy genre, though was bettered by Command & Conquer a few years later.

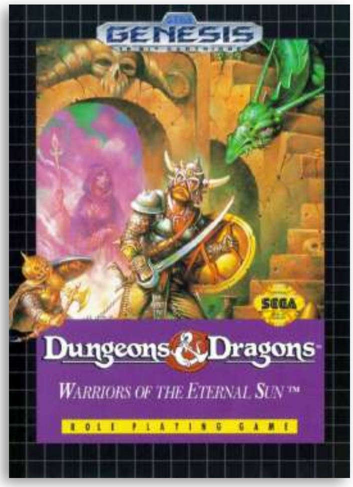
8.4


DUNE
The Battle for Arrakis
START GAME
OPTIONS
TUTORIAL
LICENSED BY SEGA ENTERPRISES, LTD.



N P

Dungeons & Dragons: Warriors of the Eternal Sun


GENESIS
SEGA
Dungeons & Dragons
Warriors of the Eternal Sun
ROLE PLAYING GAME

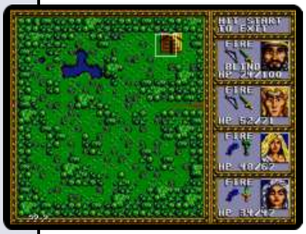
Rarity US: 4
Rarity EU: 4

Developer	Westwood Associates
Publisher	Sega
Release date	(us) September, 1992 (eu) 1992
Genre	Role-playing
Mode	1 Player

The game tells the story of a party of adventurers who have been transported to an unknown world and must survive against its hostile inhabitants while learning about their new home and seeking allies. It is based on the Dungeons & Dragons game rules, and uses creatures and themes from the D&D Hollow World campaign setting, such as Blacklore elves and the Azcans.

7.2

Dungeons & Dragons
WARRIORS OF THE ETERNAL SUN



N P

Dyna Brothers

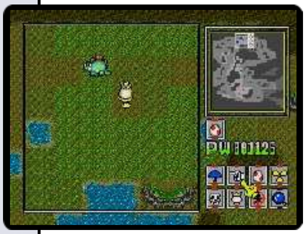
Mega Drive Cartridge
ダイナブラザーズ

Developer	CRI
Publisher	CRI
Release date	(jp) July 24, 1992
Genre	Strategy
Mode	1 Player

Dyna Brothers is a real-time strategy game similar to Populous, in which the player controls a small army of dinosaurs fighting against an invading alien army. Each side has five types of units, each of which has a distinct appearance and specific strengths and weaknesses. The player can direct individual units, ordering them to move or attack. There are also a small selection of environmental powers, such as earthquakes and floods.

7.5

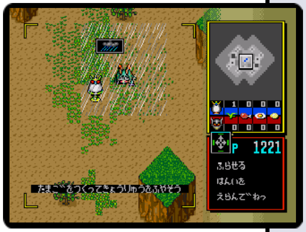
ダイナブラザーズ
© CSK 1992
© CRI 1992



J

7.7

DYNA BROTHERS 2
ダイナブラザーズ2
PRESS START BUTTON
©CRI 1993
CSK RESEARCH INSTITUTE



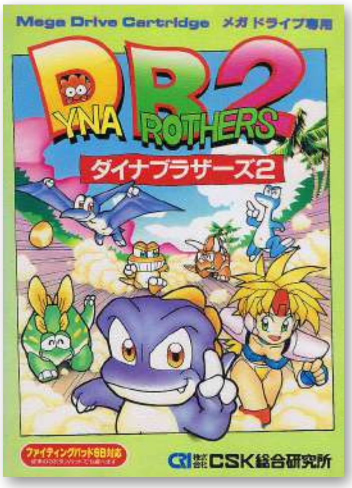
J

Dyna Brothers 2

Developer	CRI
Publisher	CRI
Release date	(jp) December 3, 1993
Genre	Strategy
Mode	1-2 Players

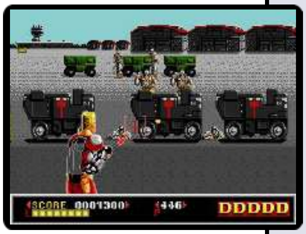
In Dyna Brothers 2, there are six types of units compared to the original game's five, each of which has different skills and proficiencies.

Like the original game, there is a full scenario mode included. New to this sequel, however, are a practice mode, a free battle mode, and a two-player mode where the second player takes control of the alien invaders.


Mega Drive Cartridge メガドライブ専用
DYNA BROTHERS 2
ダイナブラザーズ2
CRI CSK総合研究所

6.9

DYNAMITE DUKE
PRESS START BUTTON


SCORE 0001300
DDDDD

J N P B

Dynamite Duke

Developer	Seibu Kaihatsu
Publisher	Sega
Release date	(us) 1990
	(eu) 1990
Genre	Shooter
Mode	1 Player

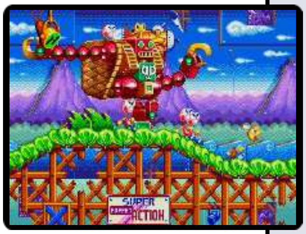
Being a Cabal-based shooter, it can be considered a follow-up to Seibu's Empire City: 1931 and Dead Angle. The game follows mercenary Duke "Dynamite" Fredericks as he attempts to bring down Dr. Neil Ashe, a mad scientist who is trying to take over the world by using robots. Duke's right arm is cybernetic and appearently (according to the manual) ten times more powerful than a normal human.

SEGA GENESIS
DYNAMITE DUKE

Rarity US: 4
Rarity EU: 5

8.2

DYNAMITE HEADDY
PRESS START
GAME DESIGNED BY TREASURE



J N P B

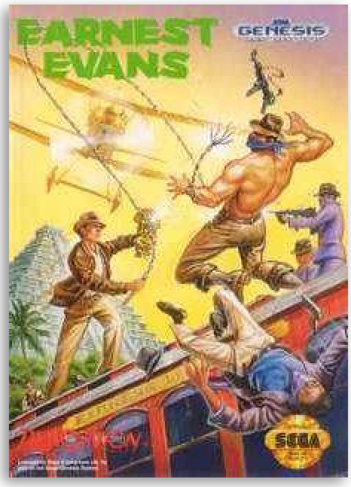
Dynamite Headdy

Developer	Treasure
Publisher	Sega
Release date	(us) August 4, 1994
	(eu) 1994
Genre	Platformer
Mode	1 Player

Players control Headdy, a puppet with a detachable head. His head can be fired in eight directions to attack enemies and obstacles, as well as retrieve out of reach items. The game uses a distinct graphical style to give the impression that all the events take place on a theatre stage, with many of the backgrounds designed to look like cheap cardboard sets.

SEGA
GENESIS
DYNAMITE HEADDY
GA

Rarity US: 3
Rarity EU: 3


EARNEST EVANS
GENESIS
SEGA

Rarity US: 3

Earnest Evans

Developer	Wolf Team
Publisher	Renovation Products
Release date	(us) 1992
Genre	Platformer
Mode	December 31, 1992

Earnest Evans is the first in a trilogy of games which include El Viento and Anett Futatabi. As a 2D side scrolling game in which the hero uses a whip, the gameplay and design is often compared to the Castlevania series.

Unlike most platformer titles on the Genesis, the character Earnest Evans is made up of several sprites to give him a fluid ragdoll-like movement.

5.5

EARNEST EVANS
© WOLF TEAM 1992
RELEASED BY
VERTIGO 2099 .TSD.
PRESS START BUTTON

HISCORE
SCORE
LIFE
WEAPON

N

SEGA
GENESIS
EARTHWORM JIM
Shiny
GA

Rarity US: 2
Rarity EU: 2

Earthworm Jim

Developer	Shiny Entertainment
Publisher	Playmates Interactive, (eu) Virgin Interactive
Release date	(us) August 2, 1994 (eu) August 5, 1994
Genre	Platformer, Run `n gun
Mode	1 Player

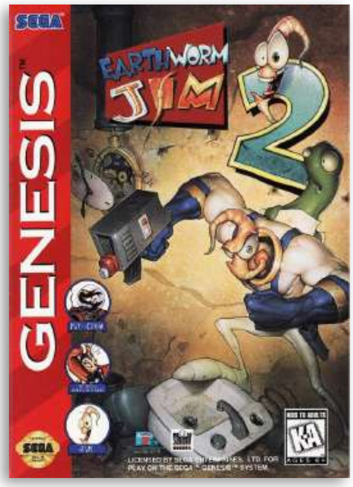
Earthworm Jim is a run and gun platformer featuring an earthworm named Jim in a robotic suit who battles evil. The game plays as a 2D sidescrolling platformer with elements of a run and gun game as well. The player controls Jim and must maneuver him through the level while avoiding obstacles and enemies.

Reception for the game was very positive. It was awarded Best Genesis Game of 1994 by Electronic Gaming.

7.7

EARTHWORM JIM
PRESS START
OPTIONS

N P B


SEGA
GENESIS
EARTHWORM JIM 2
KA

Rarity US: 3
Rarity EU: 3

Earthworm Jim 2

Developer	Shiny Entertainment, Tommy Tallarico Studios
Publisher	Playmates Interactive, (eu) Virgin Interactive
Release date	(us) 1995 (eu) December 22, 1995
Genre	Platformer, Run `n gun
Mode	1 Player

The purpose of the sequel is largely the same as it was in the original Earthworm Jim; traverse through the levels in order to save Princess What's Her Name, and defeat the game's numerous enemies, namely Psy-Crow. However, gameplay is much more diverse than in the first Earthworm Jim.

Reception for this game was also very positive, where some sources declared it as better than the original.

7.9

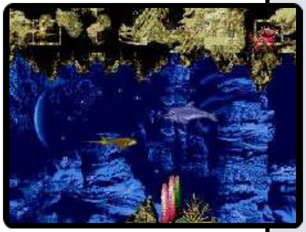
Press Start
Options

100%
Use the Pig!
x1

N P B

6.0

Ecco Jr.
(C) 1995 SEGA
DEVELOPED BY
NOVOTRADE



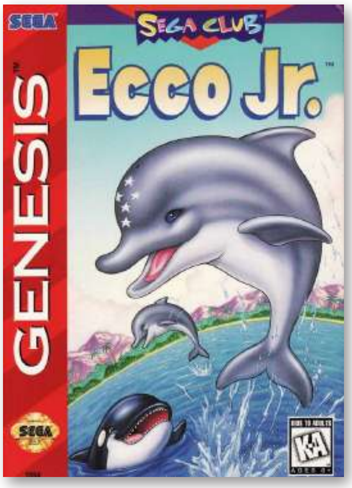
N P

Ecco Jr.

Developer	Novotrade
Publisher	Sega
Release date	(us) August 15, 1995
	(eu) December 11, 1995
Genre	Action-adventure
Mode	1 Player

Ecco Jr. had the controls and basic gameplay of the other two Ecco titles, but is geared towards younger players, lacking the high difficulty of Ecco the Dolphin and Ecco: The Tides of Time.

In this game, a younger version of Ecco goes to see the Big Blue, completing tasks such as herding seahorses, swimming through rings, and finding lost balls for sea lions along the way.


SEGA
SEGA CLUB
Ecco Jr.
GENESIS
SEGA

Rarity US: 5
Rarity EU: 6

7.1

ECCO
COPYRIGHT SEGA OF AMERICA
DEVELOPED BY NOVOTRADE

J N P B

Ecco the Dolphin

Developer	Novotrade
Publisher	Sega
Release date	(us) December 29, 1992
	(eu) July 31, 1992
Genre	Action-adventure
Mode	1 Player

Ecco the Dolphin is the first installment in the Ecco the Dolphin video game franchise. The player character, Ecco, is a bottlenose dolphin who travels through time to combat hostile extraterrestrials in Earth's oceans and on an alien spacecraft.

The game became a bestseller. Mega placed the game at #24 in their Top Mega Drive Games of All Time.

GENESIS
SEGA
ECCO THE
DOLPHIN

Rarity US: 2
Rarity EU: 1

7.8

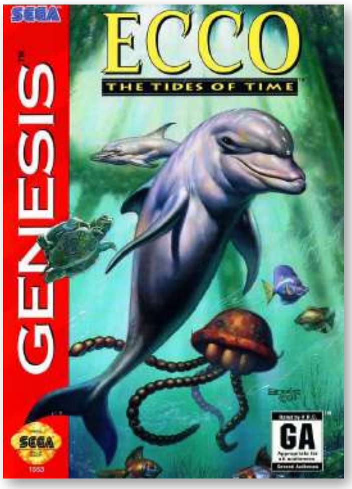
ECCO
II
the TIDES of TIME
©1994 SEGA
DEVELOPED BY NOVOTRADE

J N P B

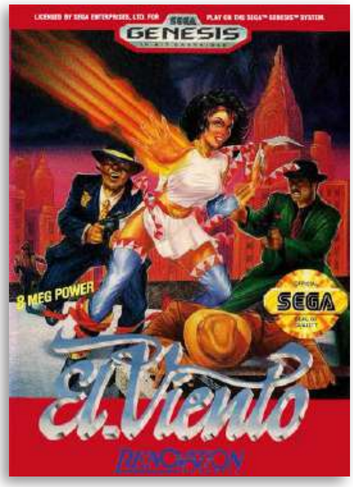
Ecco: The Tides of Time

Developer	Novotrade
Publisher	Sega
Release date	(us) August 25, 1994
	(eu) August 27, 1994
Genre	Action-adventure
Mode	1 Player

The Tides of Time continued the story of the first game and featured similar gameplay with a few new additions. The game maintains the same gameplay as its predecessor. Two new power-ups were also introduced. The first is the "Pulsar", which grants Ecco the ability to fire a multi-directional sonar attack at enemies. The second is the "Metasphere", which transforms Ecco into different animals.


SEGA
GENESIS
ECCO
THE TIDES OF TIME
SEGA
GA

Rarity US: 1
Rarity EU: 2


GENESIS
8 MEG POWER
SEGA
El Viento
RENOVATION

Rarity US: 2

El Viento

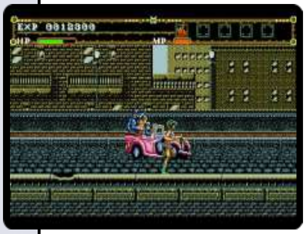
Developer Wolf Team
Publisher Renovation Products, (jp) Telenet Japan
Release date (us) 1991
Genre Platformer
Mode 1 Player

El Viento (meaning "The Wind") is the second in a trilogy of Earnest Evans and Annet Myer games, which also includes Earnest Evans and Anett Futatabi.

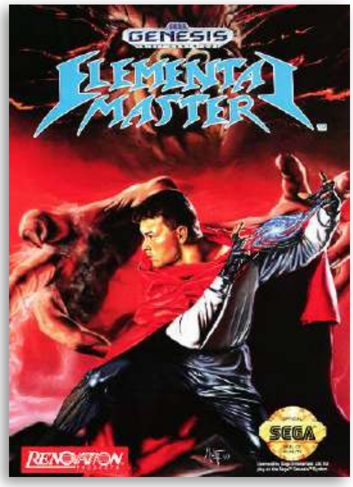
The game is a platformer, where the player has access to an endless supply of bladed boomerangs and eventually up to five spell attacks. Each level end in a fight against a stage boss.

7.5

El Viento
PRESS START BUTTON
©WOLFTEAM 1991


EXP 0012800
HP
MP

J N


GENESIS
ELEMENTAL MASTER
SEGA
RENOVATION

Rarity US: 4

Elemental Master

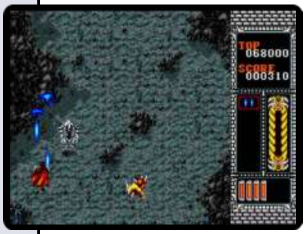
Developer Technosoft
Publisher Renovation Products, (jp) Technosoft
Release date (us) 1993
Genre Shooter
Mode 1 Player

The game is autoscrolling upwards. The player can choose to either shoot up or down. There are different weapons (magic) available, based on the elements. Of the seven levels the game has, the player can choose the order of the first four.

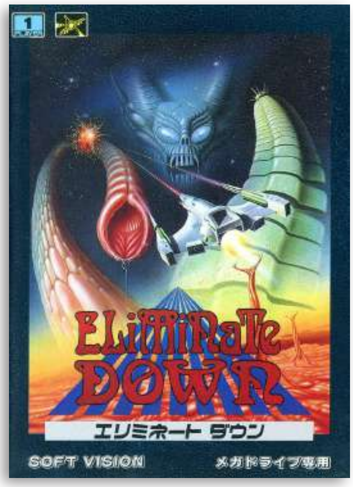
Illusionware gave it the grade A/92% and stated that "Elemental Master strikes the perfect balance between graphics, music and gameplay" and a "excellent piece of gaming history".

7.8

ELEMENTAL MASTER
DISTRIBUTED BY
RENOVATION PRODUCTS, INC.
©1990,1993 Technosoft
LICENSED BY SEGA ENTERPRISES LTD.


TOP 068000
SCORE 000310

J N


ELIMINATE DOWN
エリミネート ダウン
SOFT VISION
メガドライブ専用

Eliminate Down

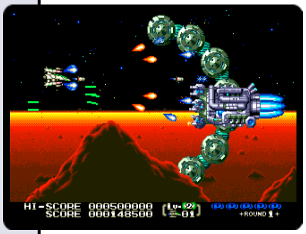
Developer Aprinet
Publisher Soft Vision
Release date (jp) June 25, 1993
Genre Shooter
Mode 1 Player

Eliminate Down is a horizontal scrolling shooter similar in style to Thunder Force. The game gives players immediate access to three directional-based weapons that could all be powered up as they fought strange alien enemies through eight enormous levels.

The game also has a mini-game playable at the main menu similar to Concentration where players have to find the right image under a certain time limit.

8.2

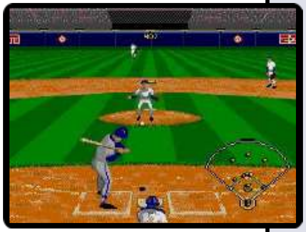
ELIMINATE DOWN
START
CONFIG
©1993 SOFT VISION


HI-SCORE 000500000
SCORE 000148500

J

5.7

ESPN
BASEBALL
TONIGHT



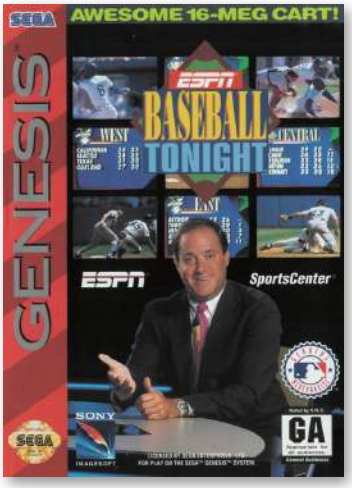
N

ESPN Baseball Tonight

Developer	Park Place Productions
Publisher	Sony Imagesoft
Release date	(us) 1995
Genre	Sports
Mode	1-2 Players

ESPN Baseball Tonight is a baseball game with both exhibition and playoff modes. Other modes included are both practice (both pitching and batting) and Home Run Derby modes. The game was licensed by MLB, but not by the Players Association, so while actual team names and logos are used, no player names are in the game.

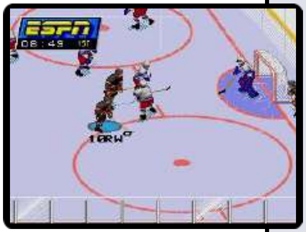
The game received mostly negative reviews.


SEGA
AWESOME 16-MEG CART!
GENESIS
ESPN
BASEBALL
TONIGHT
SportsCenter
SONY
GA

Rarity US: 1

5.4

ESPN
NATIONAL HOCKEY
NIGHT



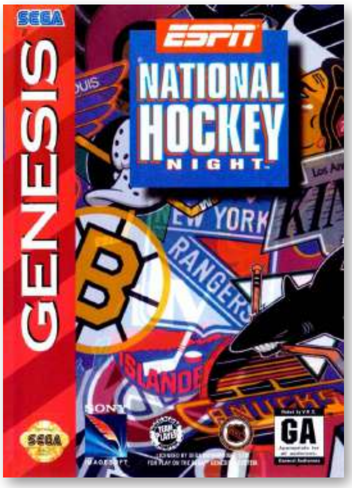
N

ESPN National Hockey Night

Developer	Park Place Productions, Sony Imagesoft
Publisher	Sony Imagesoft
Release date	(us) November, 1994
Genre	Sports
Mode	1-4 Players

Like most ESPN games, there is an exhibition mode, a season mode, and a playoff mode. Most of the notable NHL players from the 1990s are included; though their real names are not used, the players' jersey numbers are matched up with the '93-'94 stats of the real world players who wore those numbers.

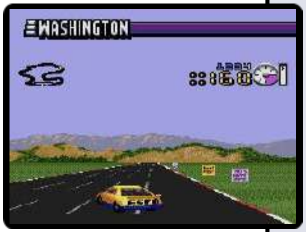
GamePro gave the Genesis version a mixed review. They concluded that the game is good overall, but overshadowed by NHL 95.


SEGA
GENESIS
ESPN
NATIONAL
HOCKEY
NIGHT
SONY
GA

Rarity US: 3

6.0

ESPN
SPEEDWORLD


WASHINGTON

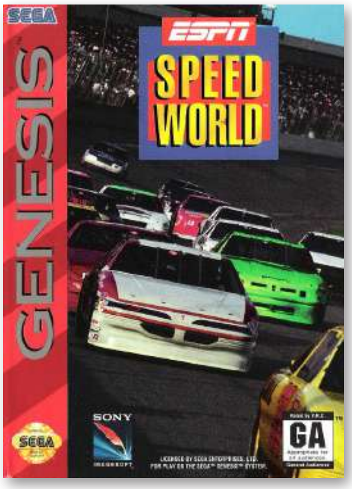
N

ESPN Speed World

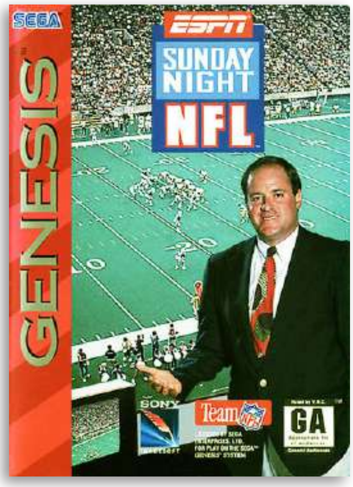
Developer	Park Place Productions, Sony Imagesoft
Publisher	Sony Imagesoft
Release date	(us) 1994
Genre	Racing
Mode	1-2 Players

ESPN Speed World, based on the television series of the same name, let players control NASCAR Winston Cup stock cars as they do laps around various oval tracks, road courses, and superspeedways that are based on the actual NASCAR circuits of the 1990s.

The real-life drivers from the mid-1990s are missing because the game only has an ESPN license and not an official NASCAR license.


SEGA
GENESIS
ESPN
SPEED
WORLD
SONY
GA

Rarity US: 2


SEGA
GENESIS
ESPN
SUNDAY NIGHT
NFL
SONY
Team NFL
GA

Rarity US: 1

ESPN Sunday Night NFL

Developer	Ringler Studios
Publisher	Sony Imagesoft
Release date	(us) August 1, 1994
Genre	Sports
Mode	1-2 Players

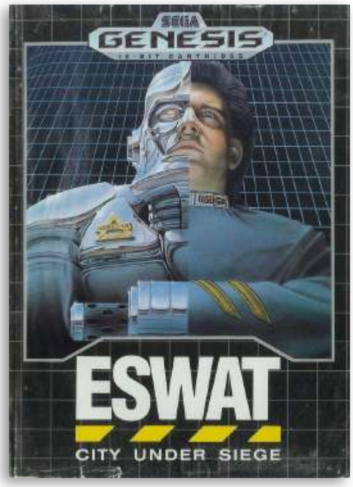
Like in other football games, the player must run, pass, and/or kick a ball across a regulation field spanning 100 yards in order to score points. All of the 28 teams that were in the NFL were during the early 1990s were in the game. However, the names of the individual players are not used due to the development company not being to acquire the full NFLPA license.

It was the second in a chain of ESPN-themed sports games, following ESPN Baseball Tonight.

4.6

ESPN
SUNDAY NIGHT
NFL

N


SEGA
GENESIS
ESWAT
CITY UNDER SIEGE

Rarity US: 1
Rarity EU: 4

ESWAT: City Under Siege

Developer	Sega
Publisher	Sega
Release date	(us) July 13, 1990 (eu) 1990
Genre	Action-platformer
Mode	1 Player

The game is a sidescrolling platformer similar to Shinobi. The game is set in the near future, where the player controls a blonde police officer named Duke Oda who, over a series of levels, turns into the cyborg E.S.W.A.T. At first, as a rookie member of the Cyber Police force in the city of Liberty, the player has to clean the streets of an overwhelming crime wave and terminate the most wanted criminals.

6.6

CYBER POLICE
ESWAT
City under Siege
PRESS START BUTTON
©SEGA 1990

J N P B

ETERNAL
CHAMPIONS
GENESIS
SEGA
MA-13
SEGA

Rarity US: 1
Rarity EU: 2

Eternal Champions

Developer	Sega interActive
Publisher	Sega
Release date	(us) December 11, 1993 (eu) 1993
Genre	Fighting
Mode	1-2 Players

Sega released Eternal Champions for their Genesis in 1993, hoping to capitalize on the fighting game mania that the game industry was in the midst of following the massive success of Street Fighter II and Mortal Kombat. The game tried to set itself apart with unique features like a heavier emphasis on its story, reflectable projectiles, force fields, fighters that carried weapons, and elaborate stage-specific finishing moves.

7.3

ETERNAL CHAMPIONS
MAIN MENU
One Player
Two Players
Tournament Mode
Information
Options

J N P B

6.2

World Trophy
SOCCER
LICENSED BY SEGA ENTERPRISES.

41
2:1
11 PHIL STEVENS

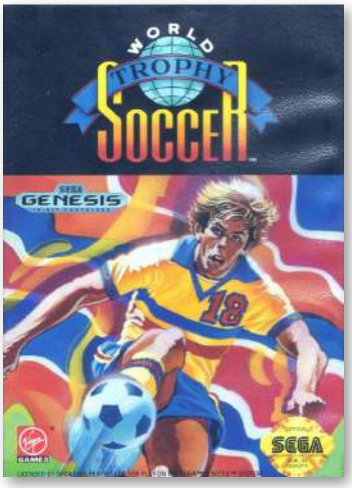
J N P

European Club Soccer

Developer	Krisalis Software, (jp) Game Arts
Publisher	Virgin Games, (jp) Shogakukan Production
Release date	(us) 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

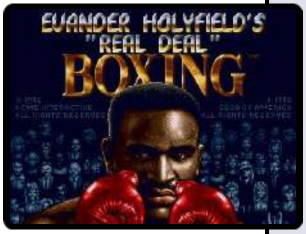
European Club Soccer, known as World Trophy Soccer in North America and J-League Champion Soccer in Japan, is a soccer game mostly based on Manchester United Europe, released one year before for the Amiga.

The Japanese port, as the name points out, is based on a league system with J-League teams. The North American version replaced European clubs with worldwide national teams, but with a more limited selection.


WORLD TROPHY SOCCER
GENESIS
SEGA

Rarity US: 3
Rarity EU: 1

6.9


EVANDER HOLYFIELD'S "REAL DEAL" BOXING

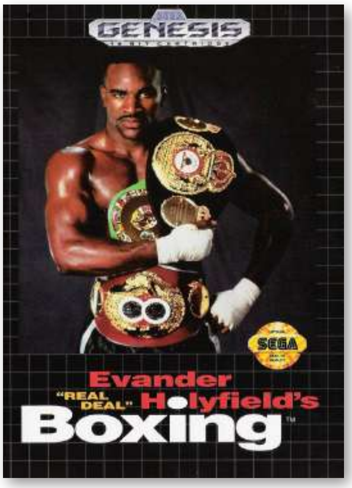
ALAN BEAST
ENERGY
ENERGY

J N P

Evander Holyfield's "Real Deal" Boxing

Developer	Acme Interactive
Publisher	Sega
Release date	(us) August 29, 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

The game features Evander Holyfield, and over 28 imaginary fighters. It uses 2D sprites seen from a side-on view, combined with a top-down map of the ring, to allow boxers to move 360 degrees about the ring. The cartridge utilises battery-backed RAM to save a player's progress.


GENESIS
SEGA
Evander "REAL DEAL" Holyfield's Boxing

Rarity US: 1
Rarity EU: 4

6.2

EX-MUTANTS
START
OPTIONS
© 1992 MALIBU COMICS
© SEGA 1992
ALL RIGHTS RESERVED

N P B

Ex-Mutants

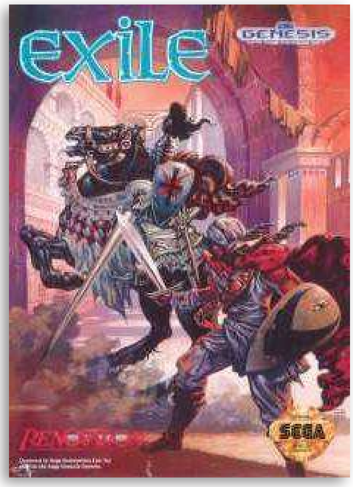
Developer	Malibu Interactive
Publisher	Sega
Release date	(us) 1992 (eu) 1992
Genre	Action
Mode	1 Player

In Ex-Mutants, based on the comic book series by Malibu Comics, players choose Shannon or Ackroyd as they weave their way through the nuclear wasteland to battle the minions of the evil Sluggo and restore the human race.

The game was set to be published by Sage's Creation but was instead published by Sega, presumably after that company folded.

GENESIS
EX-MUTANTS
SEGA

Rarity US: 2
Rarity EU: 3



Rarity US: 3

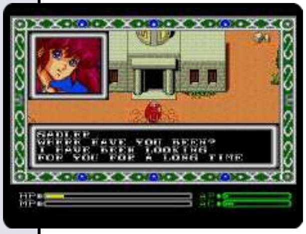
Exile

Developer	Riot, Micro Factory
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) December 5, 1991
Genre	Action role-playing
Mode	1 Player

Exile is the first console installment of the Exile/XZR series. While Exile is ostensibly a remake of XZR II, it rewrites most of the story, cutting one portion of the final act in which Sadler time travels to the present day (as it referenced the ending to the original XZR), and removes the character of Sufrawaldhi, Sadler's fourth traveling companion. The Genesis version also removed scenes deemed inappropriate, such as a burning village and instances of naked women in the later areas.

6.9

EXILE
BEGINNING
CONTINUE
LICENSED BY SEGA ENTERPRISES LTD



SADLER
WHERE HAVE YOU BEEN?
I HAVE BEEN LOOKING
FOR YOU FOR A LONG TIME

J N

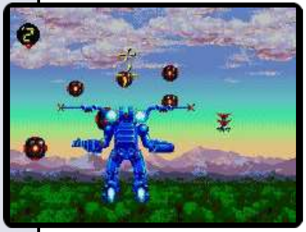
Rarity US: 5
Rarity EU: 5

Exo Squad

Developer	Novotrade
Publisher	Playmates Interactive, (eu) Virgin Interactive
Release date	(us) 1995
	(eu) 1995
Genre	Action
Mode	1 Player

Exosquad is based on the animated television series under the same title. The player alternatively assumes the roles of three members of the Able Squad: Lt. J.T. Marsh, Sgt. Rita Torres and Wolf Bronsky. Depending on the character, the gameplay alternates between "a shooter, a platformer, and a fighting game" genres.

6.0



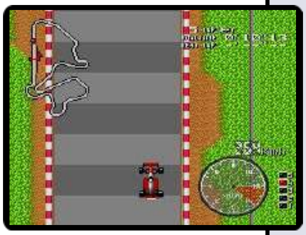
N P B

KEEP YOUR
ARMS
AND LEGS
IN THE
VEHICLE
AT ALL
TIMES.

F-1 Grand Prix: Nakajima Satoru Kanshuu

6.6

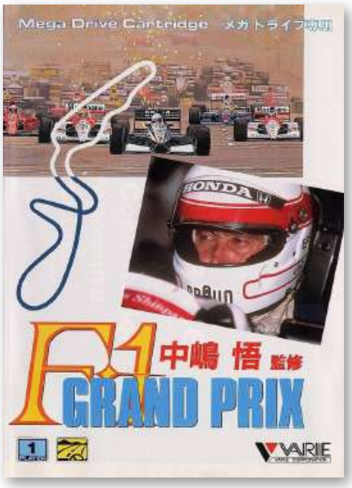
F1 中嶋 悟 監修
GRAND PRIX
F1 WORLD CHAMPIONSHIP 1991



J

Developer	Varie
Publisher	Varie
Release date	(jp) December 20, 1991
Genre	Racing
Mode	1 Player

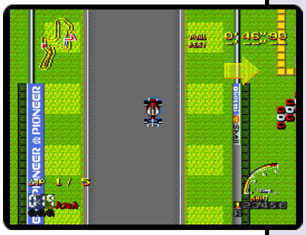
F1 Grand Prix: Nakajima Satoru is a Mega Drive Formula One game based on the career of Satoru Nakajima. Nakajima was the first full-time Japanese racer in the history of Formula One. In fact, this was the first game that Nakajima endorsed for a Japanese video gaming system. The entire 1991 Formula One season can be re-enacted with any of the notable contenders from the prestigious Formula One racing organization.


Mega Drive Cartridge メガドライブ専用
F1 中嶋 悟 監修
GRAND PRIX
VARIE

F-1 Super License: Nakajima Satoru Kanshuu

7.1

中嶋 悟 監修
F1 SUPER LICENSE
PUSH START BUTTON
©VARIE 1992
NAKAJIMA PLANNING
LICENSED BY FOCA TO
FUJI TELEVISION



J

Developer	Aprinet, Varie
Publisher	Varie
Release date	(jp) December 11, 1992
Genre	Racing
Mode	1 Player

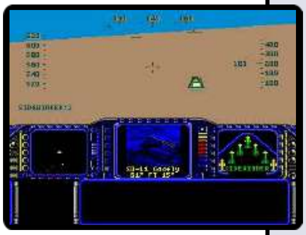
Nakajima Satoru Kanshū F1 Super License allows for either single season or exhibition modes of play. The object of the game is to acquire the championship for the 1992 Formula One season. There is an official FOCA license and uses a top-down view. Different cars had different handling and top-speed, reflecting the level of competitiveness showed in the 1992 World Championship.

Mega Drive Cartridge メガドライブ専用
中嶋悟 監修
F1 SUPER LICENSE
エフワンスーパーライセンス
VARIE

F-117 Night Storm

5.4

F-117
NIGHT
STORM



J N P

Developer	Electronic Arts
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) 1993 (eu) 1993
Genre	Shooter, Simulation
Mode	1 Player

The player pilots a Lockheed F-117 Nighthawk. There are two modes: arcade mode and campaign mode. Arcade mode allows players to pick and choose every aspect of the mission, while campaign mode is basically a career in the United States Air Force. From training missions in the deserts of Nevada to tours of duty in Panama and the Gulf War, each mission has a primary objective that must be completed before moving on.

ELECTRONIC ARTS
F-117
NIGHT
STORM
SEGA
16 MEG

Rarity US: 2
Rarity EU: 5

SEGA GENESIS
SEGA
F-15 STRIKE EAGLE II
MICROPROSE

Rarity US: 2
Rarity EU: 4

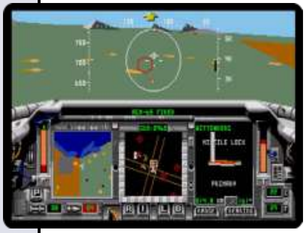
F-15 Strike Eagle II

Developer	MicroProse UK, Krisalis Software
Publisher	MicroProse
Release date	(us) 1993
	(eu) 1993
Genre	Shooter, Simulation
Mode	1 Player

F-15 Strike Eagle II is an F-15 Strike Eagle combat flight simulator and the sequel of F-15 Strike Eagle. Strike Eagle II was very similar in both appearance and game play to MicroProse's previous release F-19 Stealth Fighter. Like all flight simulators of the time, realism was at times sacrificed due to either computing requirements or playability.

7.2

F-15 STRIKE EAGLE II
PRESS START BUTTON
LICENSED BY SEGA ENTERPRISES LTD.



N P B

ELECTRONIC ARTS
AIR FORCE
F22
INTERCEPTOR
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 1
Rarity EU: 2

F-22 Interceptor

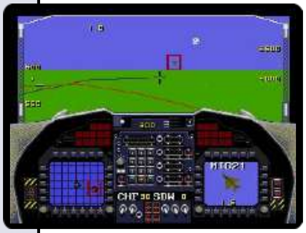
Developer	Electronic Arts
Publisher	EA Air Force, (jp) Electronic Arts Victor
Release date	(us) 1991
	(eu) 1991
Genre	Shooter, Simulation
Mode	1 Player

F-22 Interceptor is a 1991 combat flight simulator created by Ned Lerner and Gene Kusmiak. The player controls one aircraft, the F-22 Raptor, throughout the game.

As the game progresses, the player will be able to unlock an Aces campaign, where he will face off with advanced pilots from North Korea, Iraq, Russia, and the US.

6.3

F-22 Interceptor
© Copyright 1991 Edward Lerner
Licensed by Sega Enterprises Ltd.



J N P B

SEGA
GENESIS
FORMULA ONE F1
"The fastest racing game on the planet..."
— DIEHARD GAME FAN Magazine
FORMULA 1 WORLD CHAMPIONSHIP
DOMARK
GA

Rarity US: 4
Rarity EU: 2

F1

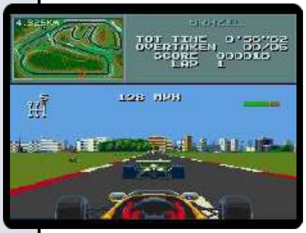
Developer	Lankhor, Tiertex, Domark
Publisher	Domark
Release date	(us) August 12, 1993
	(eu) August 12, 1993
Genre	Racing
Mode	1-2 Players

F1 is a 1993 racing game by Domark, based on Vroom!, a game developed in 1991 for the Atari ST by French company Lankhor. It was one of the most popular racing games on the console, mostly thanks to the smooth and fast game engine

It spawned a sequel in 1994 titled F1 World Championship Edition, and the game engine was reused in Kawasaki Superbike Challenge.

7.6

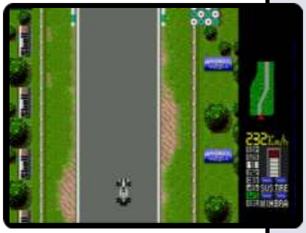
An official product of the FIA Formula One Championship
Licenced by FOCA to Fuji Television Network Inc.
F1
Licenced by SEGA Enterprises Ltd.
©1993 Domark Group Ltd
LICENSED BY SEGA ENTERPRISES LTD


TOT TIME
OVERTAKEN
SCORE
LAP
128 MPH

N P

5.5

F1 CIRCUS MD
PUSH START BUTTON
Nichibutsu



J

F1 Circus MD

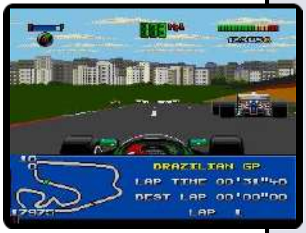
Developer	Nichibutsu, Micronics
Publisher	Nichibutsu
Release date	(jp) December 20, 1991
Genre	Racing
Mode	1 Player

F1 Circus MD uses the vehicles and the basic regulations of the Formula One circuit. The “Circus” part of the title is actually a mistranslation of the word Circuit. While loosely based on the 1991 Formula One season, the game uses drivers and racing teams with similar names to the officially licensed counterparts of that era. Team Lotus is considered to be the official co-sponsor of this video game along with its publisher Nichibutsu.

Nichibutsu
F1 CIRCUS MD

7.1

F1
WORLD CHAMPIONSHIP EDITION
EAKSTAR
DOMARK


BRAZILIAN GP
LAP TIME
BEST LAP

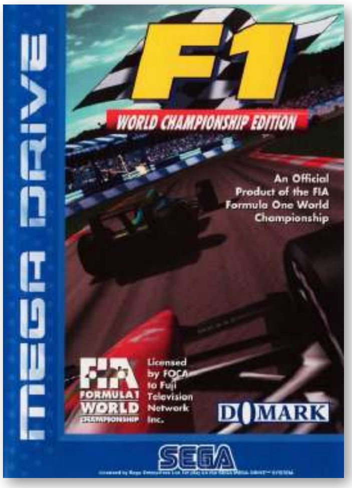
P

F1 World Championship Edition

Developer	Lankhor, Peakstar Software, Domark
Publisher	Domark
Release date	(eu) 1995
Genre	Racing
Mode	1-2 Players

F1 World Championship Edition, the sequel to the game F1, is a Formula 1 racing game with real teams and drivers from the 1994 season including Benetton, Ferrari, Williams, Jordan, Lotus, Minardi, Tyrrell & McLaren. There are 16 circuits including the Monaco Grand Prix

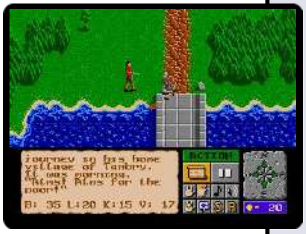
“mobygames.com”


MEGA DRIVE
F1
WORLD CHAMPIONSHIP EDITION
An Official Product of the FIA Formula One World Championship
Licensed by FOCA to Fuji Television Network Inc.
DOMARK
SEGA

Rarity EU: 5

5.5

The Faery Tale Adventure



N P

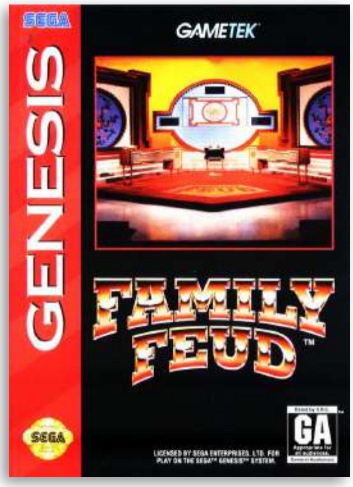
The Faery Tale Adventure

Developer	MicroIllusions, New World Computing
Publisher	Electronic Arts
Release date	(us) July, 1991 (eu) July, 1991
Genre	Role-playing
Mode	1 Player

The Faery Tale Adventure is an RPG originally released as a 1987 Amiga game. At the time of its release, the game featured the largest game world yet (over 17,000 computer screens) with no loadings. The Mega Drive port is the only console version of the game, though is seen to struggle due to a reliance on the three button Mega Drive control pad when the game was originally optimised for use with a mouse.

ELECTRONIC ARTS
The FAERY TALE Adventure
GENESIS

Rarity US: 4
Rarity EU: 4


SEGA
GENESIS
GAMETEK
FAMILY FEUD
GA

Rarity US: 3

Family Feud

Developer	Imagineering, Eurocom
Publisher	GameTek
Release date	(us) 1993
Genre	Game show
Mode	1-2 Players

Family Feud on Genesis differs from others, with over 4,000 survey questions. The rules conforms to the shows, divided into rounds until a family reaches 300 points and the "Three Strikes" rule. It also featured the new "Bulls Eye Round" that was introduced to the show at the time.

To answer questions, the player uses the D-pad to move a cursor and pressing the required button in order to select that letter and spell out their answer.

5.7

FAMILY FEUD

NAME AN ACTIVITY THAT PEOPLE WEAR A SPECIAL OUTFIT TO DO
HUMBLE FAMILY
0:45

N

SEGA
GENESIS
FANTASIA

Rarity US: 3
Rarity EU: 3

Fantasia

Developer	Infogrames
Publisher	Sega
Release date	(us) November 21, 1991
	(eu) November 23, 1991
Genre	Platformer
Mode	1 Player

Fantasia is a side-scrolling game loosely based on the film of the same name. The player controls Mickey as the Sorcerer's Apprentice through various side-scrolling levels in an attempt to collect musical notes that somehow went missing whilst he was asleep.

The game was poorly received, with Mega placing the game at #6 in their list of the 10 Worst Mega Drive Games of All Time.

4.9

Fantasia
© 1991 SEGA OF AMERICA, INC.
© 1991 The Walt Disney Company
All Rights Reserved.
Game Developed by INFOGRAMES™

J N P B

Codemasters
GENESIS
FANTASTIC DIZZY
"Sure to be a megahit!"
SEGA
90%
92%

Rarity US: 4
Rarity EU: 4

Fantastic Dizzy

Developer	Chameleon Team
Publisher	Codemasters
Release date	(us) 1993
	(eu) 1993
Genre	Adventure
Mode	1 Player

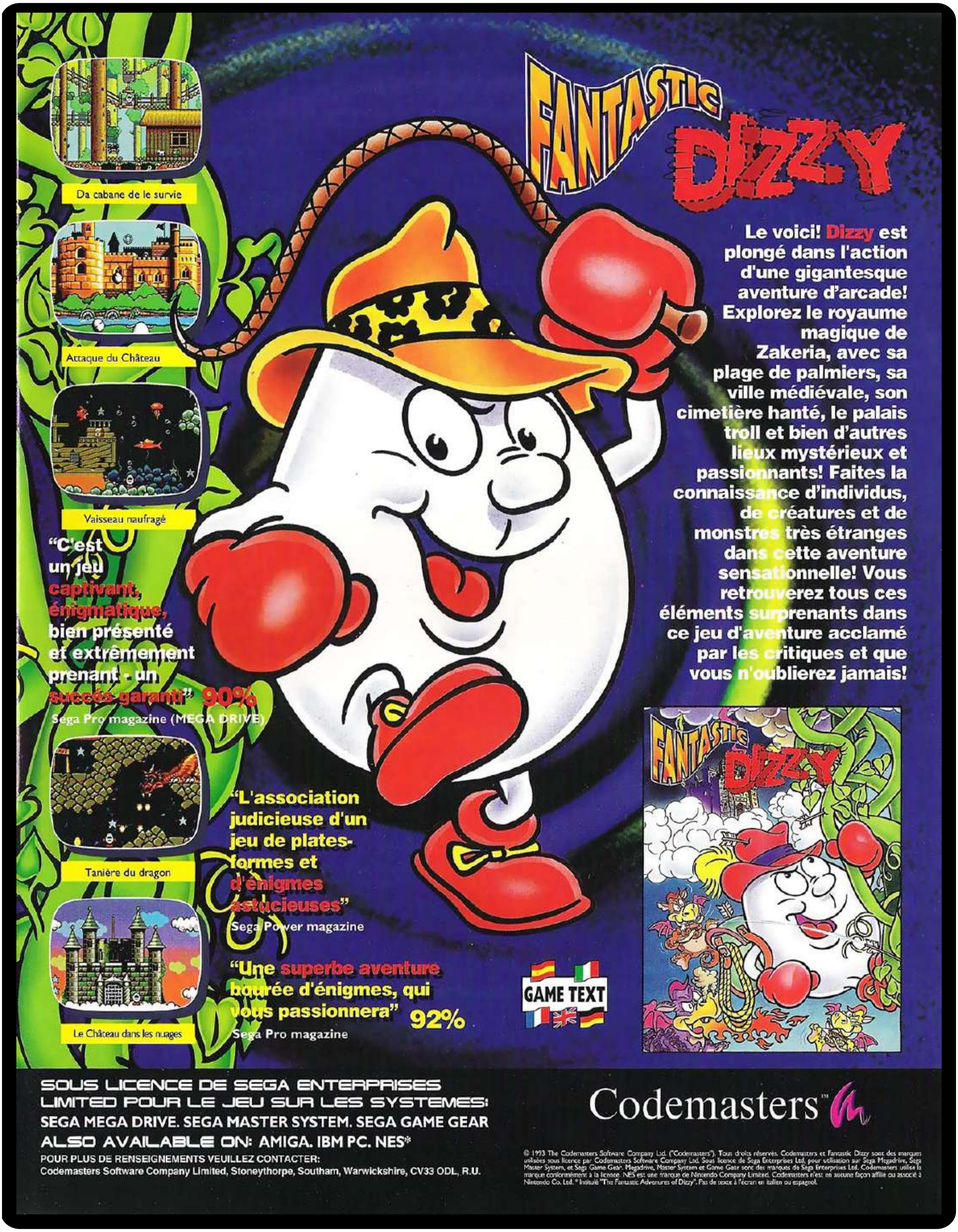
The most technically-advanced of Dizzy's adventure games in many ways, it was the only one to feature actual scrolling rather than a flick-screen system, the only one not to be released for the 8 bit computers the character originated on, the only one to originate on a console, as well as featuring many mini-games, such as Bubble Dizzy and an Operation Wolf clone.

"mobygames.com"

7.3

FANTASTIC DIZZY
PRESS START

N P



Le voici! Dizzy est plongé dans l'action d'une gigantesque aventure d'arcade! Explorez le royaume magique de Zakeria, avec sa plage de palmiers, sa ville médiévale, son cimetière hanté, le palais troll et bien d'autres lieux mystérieux et passionnants! Faites la connaissance d'individus, de créatures et de monstres très étranges dans cette aventure sensationnelle! Vous retrouverez tous ces éléments surprenants dans ce jeu d'aventure acclamé par les critiques et que vous n'oublierez jamais!

"C'est un jeu captivant, énigmatique, bien présenté et extrêmement prenant - un succès garanti" 90%
Sega Pro magazine (MEGA DRIVE)

"L'association judicieuse d'un jeu de plates-formes et d'énigmes astucieuses"
Sega Power magazine

"Une superbe aventure bourée d'énigmes, qui vous passionnera" 92%
Sega Pro magazine

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Codemasters Software Company Limited, Stoneythorpe, Southam, Warwickshire, CV33 ODL, R.U.

Codemasters™

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Fastest 1

Mega Drive Cartridge メガドライブ専用
ファステスト・ワン
HUMAN

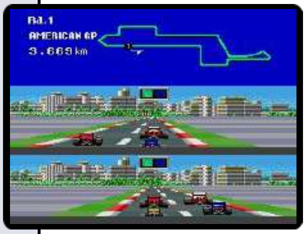
Developer	Human Entertainment
Publisher	Human Entertainment
Release date	(jp) June 28, 1991
Genre	Racing
Mode	1-2 Players

During the release of this video game, other Formula One video games like Super Monaco GP had caused a general increase of demand for Formula One video games. While most of those games were poor simulations of the actual races themselves, Fastest One provided to be the most realistic video game of the era.

The game is based on Formula One racing and features team and driver names that are similar to the real life namesakes.

7.1

FASTEST 1
PUSH START BUTTON
HUMAN 1991


R1.1
AMERICAN GP
3.669 km

J

Fatal Fury

FATAL FURY
TAKARA
GENESIS
SEGA

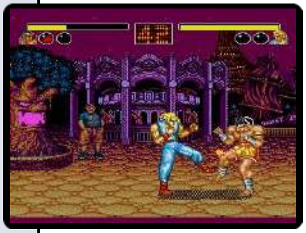
Rarity US: 2
Rarity EU: 3

Developer	SNK, Takara, Aspect
Publisher	Sega, (us) Takara
Release date	(us) 1993 (eu) 1993
Genre	Fighting
Mode	1-2 Players

The Genesis version of this multi-platform game removes the characters of Hwa Jai and Billy Kane from the roster, relegating them to background cameos. Instead, the player faces against the other two main characters during the course of the single-player mode. This version allows both players to play as the CPU-controlled characters in the game's Versus Mode (with Geese Howard available via a cheat code).

6.6

FATAL FURY
PRESS START BUTTON
King Of Fighters
TM 1991 SNK
© TAKARA CO.,LTD.1993
LICENSED BY SEGA ENTERPRISES LTD.



J N P B

Fatal Fury 2

SEGA
GENESIS
FATAL FURY 2
24 MEG
TAKARA
MA-13

Rarity US: 3
Rarity EU: 7

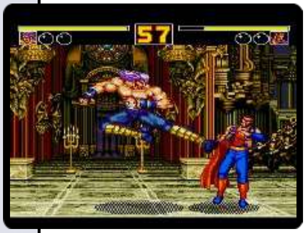
Developer	SNK, Takara, Aspect
Publisher	Takara, (eu) Sega
Release date	(us) 1993 (eu) May, 1993
Genre	Fighting
Mode	1-2 Players

While considered by critics to be a respectable version of the game for the more limited hardware (as well as including all the characters in two player matches - something the SNK versions lack), the characters of Billy Kane and Hwa Jai are completely absent in this version of the game.

The PAL version is very rare and goes upwards of $200 on online auction sites.

7.7

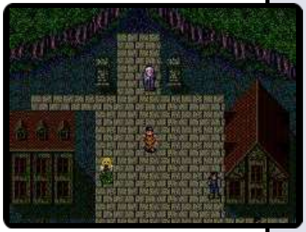
FATAL FURY 2
PRESS START BUTTON
©SNK 1992
REPROGRAMMED ©TAKARA 1994
LICENSED BY SEGA ENTERPRISES, LTD.



J N P B

6.3

FATAL
LABYRINTH
TM
PRESS START BUTTON
© SEGA 1991



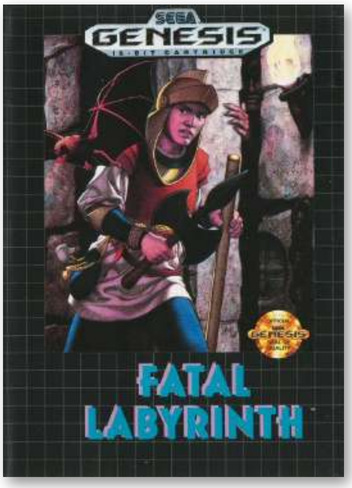
N P

Fatal Labyrinth

Developer	Sega
Publisher	Sega
Release date	(us) 1991 (eu) 1991
Genre	Role-playing
Mode	1 Player

The player controls a nondescript hero that has agreed to enter a forbidden labyrinth, battle various monsters, and make way up to the 30th floor where an evil dragon guards a stolen Holy Goblet.

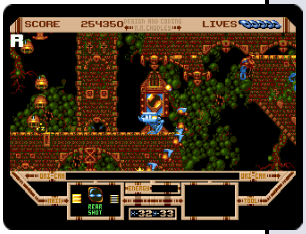
Like many role-playing games, gold is present, though the only role it serves is to provide the player with a better funeral service upon death.


SEGA
GENESIS
FATAL
LABYRINTH

Rarity US: 2
Rarity EU: 3

5.8

FATAL REWIND
©COPYRIGHT 1991 PSYGNOSIS LTD.


SCORE
254350
LIVES

J N P

Fatal Rewind

Developer	Raising Hell Productions
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) 1991 (eu) 1991
Genre	Run n` gun
Mode	1-2 Players

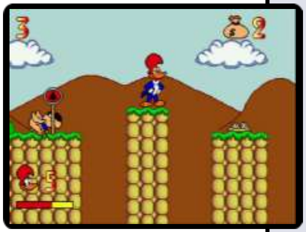
Fatal Rewind, released as The Killing Game Show on the Amiga and Atari ST, is a mixture between platformer and shoot'em up. It looks very similar to Turrican. Apart from avoiding or shooting enemies moving in different patterns players must make their way from the bottom up to the level exit because after a few seconds toxic liquid will start to rise.

ELECTRONIC ARTS
FATAL
REWIND
GENESIS
Licensed by Sega Enterprises Ltd.
for play on the SEGA GENESIS SYSTEM

Rarity US: 3
Rarity EU: 4

5.1

FÉRIAS FRUSTRADAS
DO
PICA-PAU
Inicia
Opções



B

Férias Frustradas do Pica-Pau

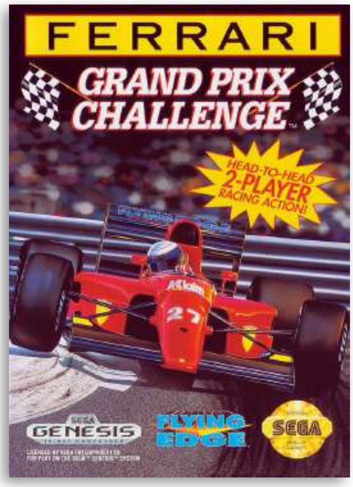
Developer	Tectoy
Publisher	Tectoy
Release date	(br) 1995
Genre	Platformer
Mode	1 Player

The player takes the role of Woody Woodpecker. Woody's attack is using his beak to attack at enemies. One can also jump to cross platforms or to avoid enemy attacks such as throwing acorns.

The game is unusual in that it keeps a non-shaded cartoon style throughout the entire game.

MEGA DRIVE
FÉRIAS FRUSTRADAS
DO
PICA PAU
T.I.
SEGA
TECTOY

Rarity BR: 6


FERRARI
GRAND PRIX CHALLENGE
HEAD-TO-HEAD 2-PLAYER RACING ACTION!
GENESIS
FLYING EDGE
SEGA

Rarity US: 2
Rarity EU: 4

Ferrari Grand Prix Challenge

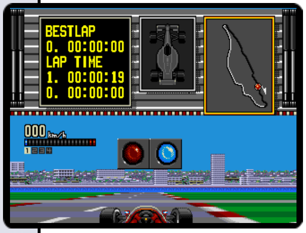
Developer	Aisystem Tokyo
Publisher	Flying Edge, (jp) Varie
Release date	(us) 1992
	(eu) 1992
Genre	Racing
Mode	1-2 Players

The NTSC and PAL release is known as Ferrari Grand Prix Challenge in honor of the Ferrari brand. The Japanese release is named F1 Hero MD and is endorsed by Satoru Nakajima. The game includes a Grand Prix mode, a free practice mode, and a time attack mode.

It is one of only three Mega Drive games that supports the AX-1E analog controller.

4.8

Ferrari Grand Prix Challenge
PRESS START BUTTON


BESTLAP
0. 00:00:00
LAP TIME
1. 00:00:19
0. 00:00:00
000

J N P

MEGA DRIVE
FIFA
EN ROUTE POUR LA COUPE DU MONDE
98
SPORTS

Rarity EU: 3

FIFA 98: Road to World Cup

Developer	Extended Play Productions, XYZ Productions
Publisher	EA Sports
Release date	(eu) 1997
Genre	Sports
Mode	1-2 Players

FIFA Road to World Cup 98 is a soccer game released as a sequel to FIFA 97: Gold Edition. While each country got the same game ROM, each country got slightly different packaging featuring players from that country's national soccer team. It is supposedly the last officially-licensed Mega Drive game released in Europe (but this is unconfirmed), and was released exclusively in this region.

"segaretro.org"

6.2

FIFA 98
ROAD TO WORLD CUP
FRANCE 98
FIFA
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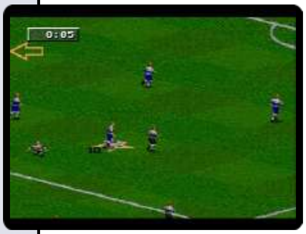
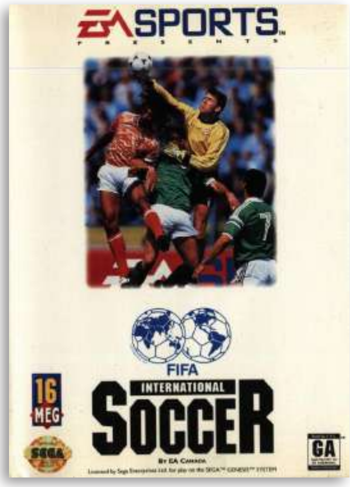
Sega Enterprises, Ltd.



P


EA SPORTS
PRESENTS
FIFA
INTERNATIONAL
SOCCER
16 MEG
SEGA
GA

Rarity US: 1
Rarity EU: 1

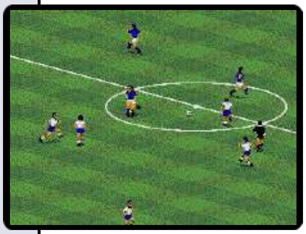
FIFA International Soccer

Developer	Extended Play Productions
Publisher	EA Sports, (jp) Electronic Arts Victor
Release date	(us) 1993
	(eu) 1994
Genre	Sports
Mode	1-4 Players

FIFA International Soccer is a video game that created one of the earliest full simulations of association football. In particular, the game is based on international matches. The game utilises an isometric viewpoint, unlike other football games at the time such as Sensible Soccer which utilised a birds-eye view or Kick Off which used a top-down view.

6.6

EA SPORTS
FIFA
FIFA INTERNATIONAL
SOCCER



J N P B

FIFA Soccer 95

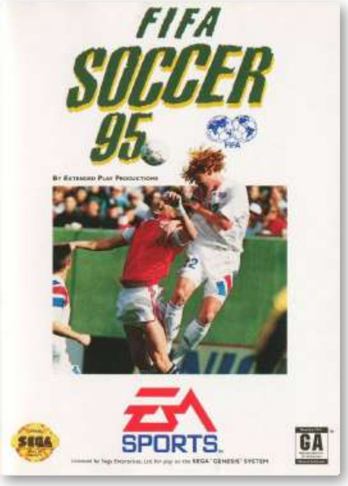
7.0

FIFA
SOCCER
95
© 1994 Electronic Arts

N P B

Developer	Extended Play Productions
Publisher	EA Sports
Release date	(us) 1994 (eu) November 10, 1994
Genre	Sports
Mode	1-4 Players

Using the same engine as FIFA International Soccer with only minor touch-ups, FIFA 95 introduced club teams to the series within eight national leagues: Brazil, Germany's Fußball-Bundesliga, Italy's Serie A, Spain's La Liga, England's Premier League, France's 1re division, Netherlands' Eredivisie and USA. Most of the leagues have team lineups based on the 1993-94 season, and the teams all still have fictitious players.


FIFA
SOCCER
95
SPORTS
SEGA
GA

Rarity US: 1
Rarity EU: 1

FIFA Soccer 96

6.9

FIFA 96
SOCCER
© 1995 Electronic Arts
EA SPORTS
licensed by
Sega Enterprises, Ltd

N P B

Developer	Extended Play Productions
Publisher	EA Sports
Release date	(us) 1995 (eu) November 30, 1995
Genre	Sports
Mode	1-4 Players

FIFA 96 use an updated version of FIFA 95's engine with new teams and graphics. It is also the first FIFA game to contain a player/team editor. Also, in addition to the eight national leagues of the previous game, three leagues debuted in the game: Scottish Premier League, Allsvenskan and Super League Malaysia - a lineup that would stay for the next two editions as well.

FIFA
96
SOCCER
#1 SELLING SPORTS GAME WORLD WIDE
SEGA
SPORTS

Rarity US: 1
Rarity EU: 1

FIFA Soccer 97

6.7

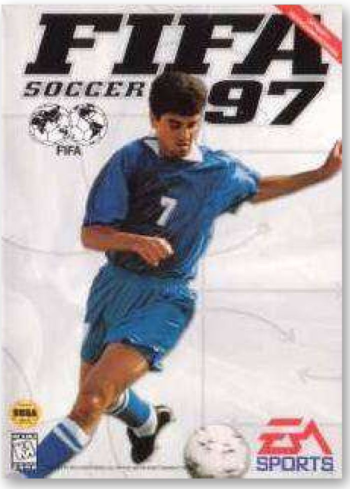
FIFA 97
gold edition
©1996 Electronic Arts
All rights reserved
licensed by
Sega Enterprises, Ltd.

N P B

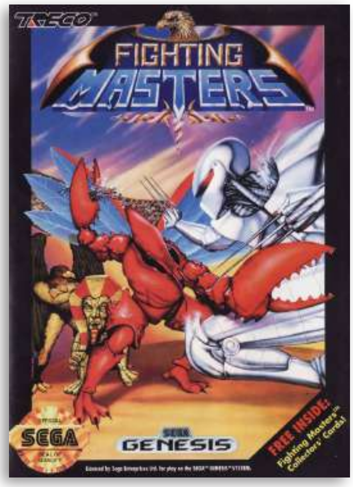
Developer	Extended Play Productions, XYZ Productions
Publisher	EA Sports
Release date	(us) June 24, 1996 (eu) 1996
Genre	Sports
Mode	1-4 Players

Similarly to its predecessor, FIFA Soccer 96, the Mega Drive version was released as an isometric game, building on an engine first seen in 1993's FIFA International Soccer. Though it attempts to bring FIFA 97's selling points over to the then-limited hardware (indoor stadiums being the primary example), gameplay for the most part is identical to prior FIFA games.

"segaretro.org"


FIFA
SOCCER
97
SEGA
SPORTS

Rarity US: 2
Rarity EU: 1


TRECO
FIGHTING MASTERS
SEGA
GENESIS
FREE INSIDE: Fighting Masters Collectors' Cards!

Fighting Masters

Developer	Almanic Corp.
Publisher	Treco
Release date	(us) August 17, 1992
Genre	Fighting
Mode	1-2 Players

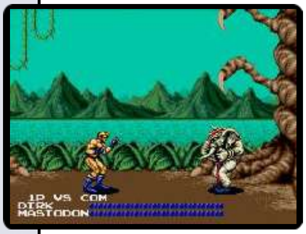
Fighting Masters is a versus fighting game and predates the likes of Street Fighter II' and Mortal Kombat. It utilizes a two button scheme, one for jumping and one for attacking. Due to the small ROM size, usual for it's time, the game has limited animations, few backgrounds and no voice data.

The game was the subject of mixed reviews by the press at release.

"segaretro.org"

4.7

FIGHTING MASTERS
PRESS START BUTTON
GAME START
OPTIONS
TRECO
©TRECO 1992 LICENSED BY SEGA ENTERPRISES LTD.


1P VS COM
DIRK
MASTODON

J N

LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM
SEGA GENESIS
OFFICIAL SEGA GENESIS SEAL OF QUALITY
FINAL ZONE
RENOVATION

Rarity US: 2

Final Zone

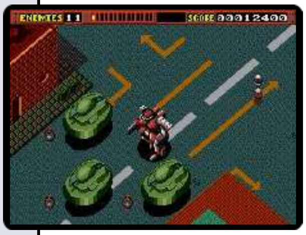
Developer	Wolf Team
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) 1990
Genre	Shooter
Mode	1 Player

Final Zone, known in Japan as FZ Senki Axis, is an isometric mecha shooter by Wolf Team. Players take on the role of a mecha operator outfitted in the NAP suit. The NAP suit can carry 14 weapons out of the 20 available weapons and it is up to player to use them to their maximum benefit.

The game was followed up by a sequel on the TurboGrafx-16.

7.0

© RENOVATION
FINAL ZONE
PRESS START BUTTON
LICENSED BY SEGA ENTERPRISES LTD.


ENEMIES 11
SCORE 00012400

J N B

FIRE MUSTANG
TAITO
©TAITO CORP. 1991 LICENSED FROM NMK

Fire Mustang

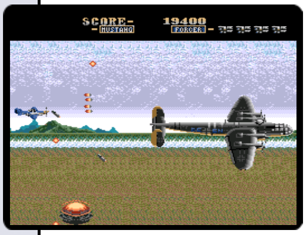
Developer	NMK
Publisher	Taito
Release date	(jp) May 31, 1991
Genre	Shooter
Mode	1 Player

Fire Mustang, known as USAAF Mustang on the arcade, is a very standard horizontal scrolling shoot em' up with only one type of available weapon and a bomb weapon.

Players take on a fictional campaign in a World War II setting as a USAAF fighter pilot in a titular North American P-51 Mustang against the Nazi Luftwaffe and the Imperial Japanese Navy Air Service.

6.9

FIRE MUSTANG
TAITO
© TAITO CORPORATION 1991
LICENSED FROM NMK


SCORE
19400

J

7.0

FIRE SHARK
DreamWorks™
A DIVISION OF TOY SOLDIERS INC.™
© TOAPLAN CO.,Ltd. 1990
LICENCED BY SEGA ENTERPRISES Ltd.

J N P

Fire Shark

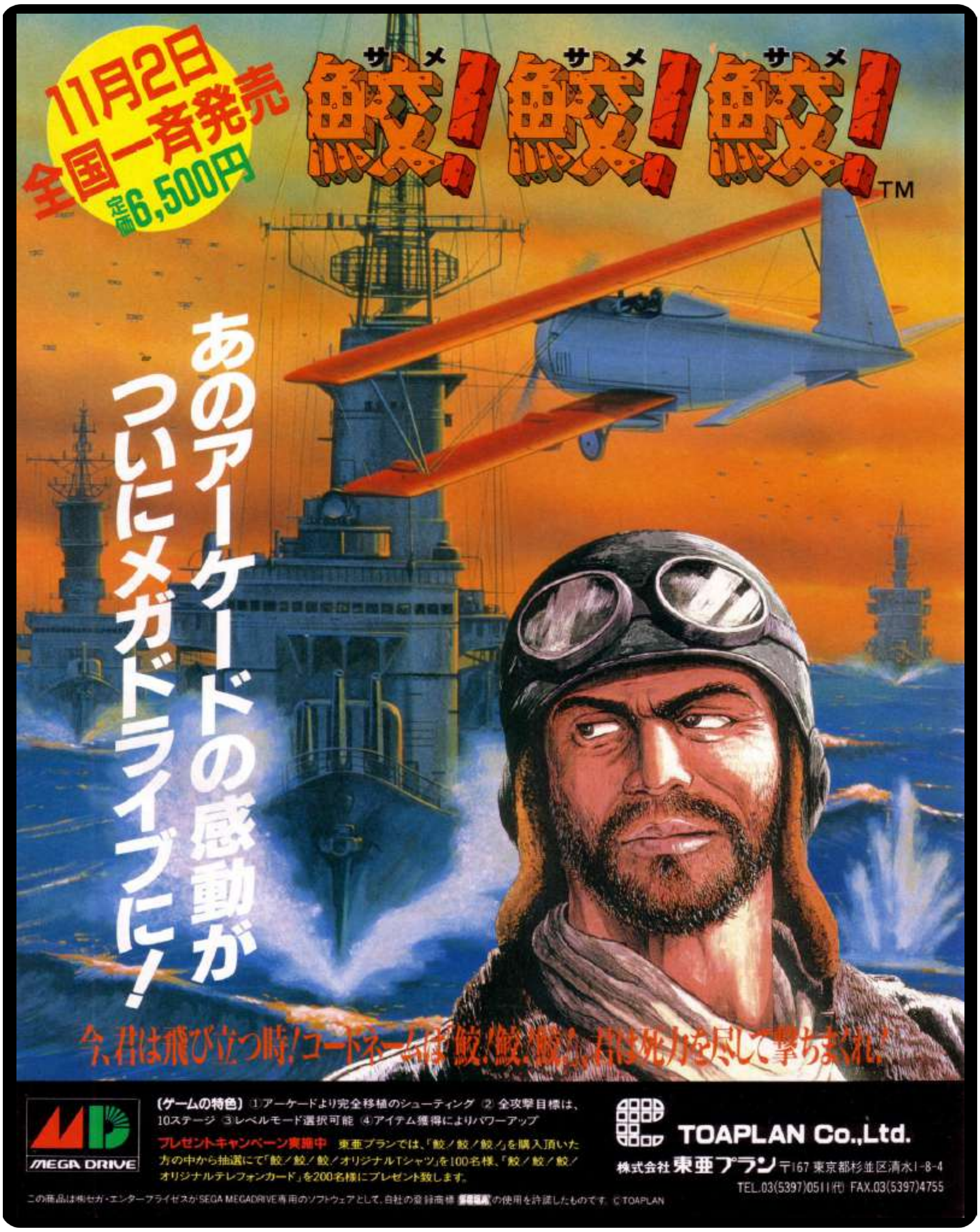
Developer Toaplan
Publisher DreamWorks, (eu) Sega, (jp) Toaplan
Release date (us) 1990
(eu) 1991
Genre Shooter
Mode 1 Player

Fire Shark, considered the sequel to Flying Shark, is a shoot ‘em up where the player controls a biplane and builds up a score by shooting a variety of military targets.

The game was well received when it was released, earning a rating of 8.25 in Electronic Gaming Monthly.

SEGA GENESIS
FIRE SHARK
OFFICIAL SEGA GENESIS SEAL OF QUALITY

Rarity US: 5
Rarity EU: 4


11月2日全国一斉発売
定価6,500円
鮫！鮫！鮫！™
サメ サメ サメ
あのアーケードの感動がついにメガドライブに！
今、君は飛び立つ時！コードネームは「鮫！鮫！鮫！」君は死力を尽して撃ちまくれ！
MEGA DRIVE
TOAPLAN Co.,Ltd.

（ゲームの特色）①アーケードより完全移植のシューティング ②全攻撃目標は、10ステージ ③レベルモード選択可能 ④アイテム獲得によりパワーアップ

プレゼントキャンペーン実施中　東亜プランでは、「鮫／鮫／鮫／」を購入頂いた方の中から抽選にて「鮫／鮫／鮫／オリジナルTシャツ」を100名様、「鮫／鮫／鮫／オリジナルテレフォンカード」を200名様にプレゼント致します。

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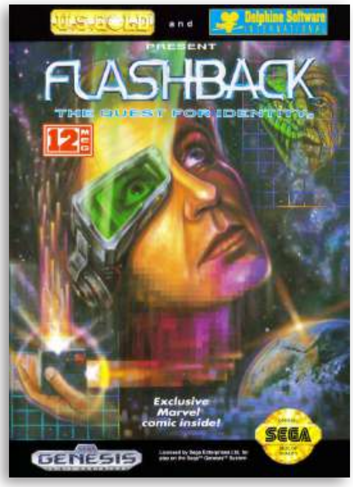

U.S. GOLD and Delphine Software
PRESENT
FLASHBACK
THE QUEST FOR IDENTITY
12
Exclusive Marvel comic inside!
SEGA
GENESIS

Rarity US: 2
Rarity EU: 2

Flashback: The Quest for Identity

Developer	Delphine Software
Publisher	U.S. Gold, (jp) Sunsoft
Release date	(us) February 12, 1993 (eu) April, 1993
Genre	Platformer
Mode	1 Player

In Flashback the player controls Conrad B. Hart, who having escaped from aliens finds himself in the jungles of Titan with his memory erased. He must recover his memory and save earth from an alien attack. The game is largely inspired by Prince of Persia, though has many notable improvements such as a weapon system.

“segaretro.org”

8.1

FLASH BACK
START
PASSWORD
OPTIONS
DEMO

J N P B

SEGA GENESIS
FLICKY

Rarity US: 5
Rarity EU: 5

Flicky

Developer	Sega AM6
Publisher	Sega
Release date	(us) 1991 (eu) 1991
Genre	Platformer
Mode	1 Player

Flicky, originally a 1984 arcade game, was designed by Yoji Ishii, who was head of Sega R&D. In the game, the player controls Flicky, a flightless bird who has to save the Chirps from house cats.

The main character, Flicky, has made cameos in many later Sega video games, most notably within the Sonic the Hedgehog series, in which the “Flickies” are derived from the bird.

5.8

1P 0 TOP 100000
FLICKY TM
CAST
FLICKY
CHIRP
TIGER
IGGY
PUSH START BUTTON
© SEGA 1991

N P B

MEGA DRIVE
Flink
SONY
SEGA

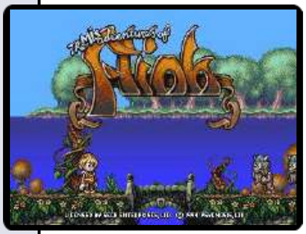
Rarity EU: 5

Flink

Developer	Psygnosis
Publisher	Sony Electronic Publishing
Release date	(eu) 1994
Genre	Platformer
Mode	1 Player

Flink is a jump-’n-run game set in the fantasy world of Imagica. Apart from the usual platformer elements, the game has a unique feature: Flink’s ability to create spells. Whenever the game is paused, Flink can combine three ingredients to create a spell. Ingredients can be collected throughout the game. The spells include different attack spells, a shield spell, a shrink spell, a quick grow spell, magic keys that open locked treasure chests and more.

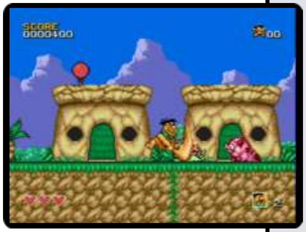
7.4


The Misadventures of Flink

P

6.6

Hanna-Barbera
SUPER STARS
THE FLINTSTONES
PRESS START BUTTON
TAITO
© TAITO 1993
THE FLINTSTONES © 1993 H-B PROD., INC.
LICENSED BY H-B PROD., INC.
LICENSED BY SEGA ENTERPRISES LTD.


SCORE
0000400

J N P

The Flintstones

Developer	Taito
Publisher	Taito, (eu) Sega
Release date	(us) October 22, 1993
	(eu) 1993
Genre	Platformer
Mode	1 Player

The Flintstones is a platformer made with the The Flintstones license. The game features several Flintstones characters, such as Fred, Wilma, Barney, and others. Instead of the usual "save the princess" or "liberate the world" kinds of a plot, "The Flintstones" is mainly based on small quests: Fred has to retrieve a lost item, etc.

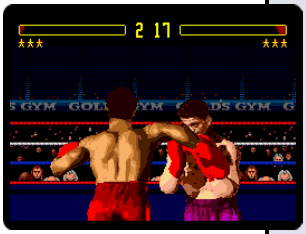
"mobygames.com"

THE FLINTSTONES
GENESIS
SEGA
TAITO

Rarity US: 4
Rarity EU: 3

4.4

FOREMAN
FOR REAL
PRESS START NOW



J N P

Foreman For Real

Developer	Software Creations
Publisher	Acclaim Entertainment
Release date	(us) 1995
	(eu) 1995
Genre	Sports
Mode	1-2 Players

Foreman For Real is similar to the classic arcade game Punch-Out!! and consists of three different modes (exhibition, career, and tournament). Players can choose between three rounds (as in amateur boxing) and 12 rounds (as in professional boxing).

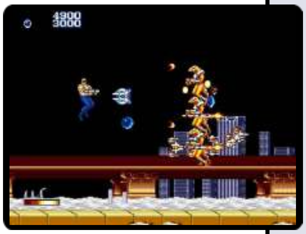
Acclaim's proprietary graphics technology was used to create photorealistic digital representations of the boxers. Two camera views are available.

SEGA
GENESIS
FOREMAN
FOR REAL
FREE 2 WEEK MEMBERSHIP
Acclaim

Rarity US: 3
Rarity EU: 5

7.1

FORGOTTEN WORLDS
PUSH START BUTTON
©CAPCOM 1988
REPROGRAMMED GAME ©SEGA 1989



J N P B

Forgotten Worlds

Developer	Capcom, Sega
Publisher	Sega
Release date	(us) November 17, 1989
	(eu) 1990
Genre	Shooter
Mode	1-2 Players

Forgotten Worlds, originally titled Lost Worlds is a side-scrolling shoot-'em-up game by Capcom originally released as a coin-operated video game in 1988. The Mega Drive version simulated the controls of the arcade version by using A and C buttons to rotate the character in either direction and the B button for shooting. Unlike in the arcade version, both players are equipped with long-ranged automatic rifles.

SEGA
GENESIS
FORGOTTEN WORLDS
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 3
Rarity EU: 3

SEGA
GENESIS
FRANK THOMAS
BIG HURT
BASEBALL
STATS
Acclaim

Rarity US: 1
Rarity EU: 5

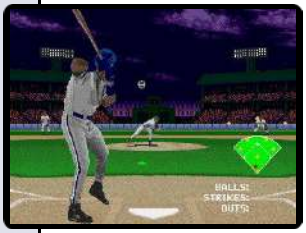
Frank Thomas Big Hurt Baseball

Developer Iguana UK
Publisher Acclaim Entertainment
Release date (us) September 4, 1995
(eu) 1995
Genre Sports
Mode 1-2 Players

Frank Thomas Big Hurt Baseball is a multiplatform baseball simulation game that was licensed by the Major League Baseball Players Association, featuring the likeness, motion captured movements, and "Big Hurt" branding of player Frank Thomas. All the teams, statistics, and players are meant to simulate the 1995 Major League Baseball season.

4.7

FRANK THOMAS
BIG HURT
BASEBALL


BALLS:
STRIKES:
OUTS:

N P

AUDIO ACCESSORY CARTRIDGE FOR
SEGA
MEGA-CD
audio>>visual>>experience
flux
EXP

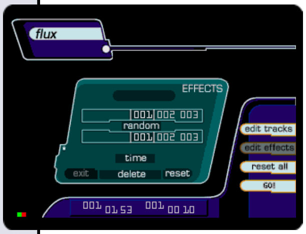
Flux

Developer EXP
Publisher Virgin Interactive
Release date (eu) August 28, 1995
Genre Miscellaneous
Mode 1 Player

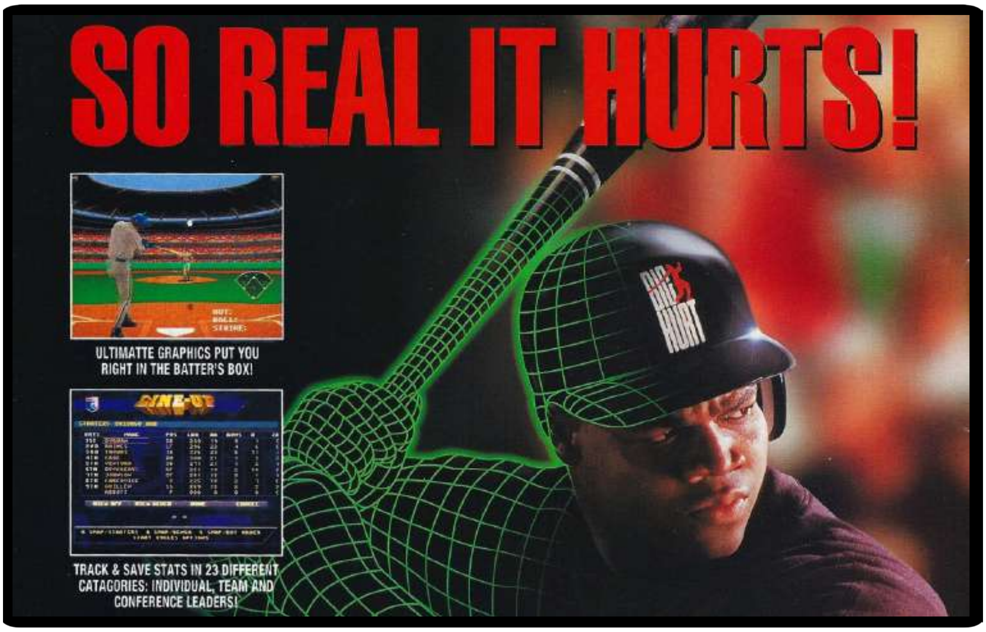
Flux is a music visualizer software. When the Mega Drive is connected to a Sega Mega-CD, an audio CD is in the CD tray, and this cartridge in the Mega Drive, Flux will have the Mega CD play the music on the CD and show various user-configurable effects (the default being a two-channel oscilloscope). B pauses playback, Left and Right skip tracks, and Start brings up the configuration panel.

"segaretro.org"

flux
Virgin Interactive entertainment
©&© 1995 EXP
Licensed by Sega Enterprises, Ltd


flux
EFFECTS
random
time
exit
delete
reset
edit tracks
edit effects
reset all
GO!

P

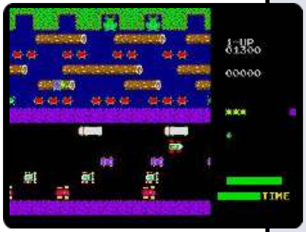

SO REAL IT HURTS!
LINE-UP

ULTIMATTE GRAPHICS PUT YOU RIGHT IN THE BATTER'S BOX!

TRACK & SAVE STATS IN 23 DIFFERENT CATAGORIES: INDIVIDUAL, TEAM AND CONFERENCE LEADERS!

6.5

Frogger
©1996 MAJESCO SALES, INC
©1997 HASBRO, INC
©1981 SEGA


1-UP
01300
00000
TIME

N

Frogger

Developer Konami, Morning Star Multimedia
Publisher Majesco Sales
Release date (us) 1998
Genre Action
Mode 1-2 Players

Frogger is a game originally developed by Konami and released in 1981. The Mega Drive version is a straight arcade port, with no enhanced graphics or sound, bar a new title screen. According to the programmer, he built the port by reverse-engineering the arcade version ROMs and comparing to an emulator (presumably MAME), using Genecyst to develop and test.

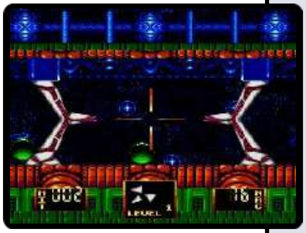
"segaretro.org"

SEGA
The Arcade Hit Classic!
Frogger
GENESIS
MAJESCO SALES INC

Rarity US: 4

6.6

Fun 'N' Games
ARCADE
© 1993 LELAND INTERACTIVE MEDIA
LICENSED TO TRADEWEST, INC
LICENSED BY SEGA ENTERPRISES, LTD


002
LEVEL
16

N P

Fun 'n Games

Developer Leland Interactive Media
Publisher Tradewest, (eu) Sony Electronic Publishing
Release date (us) 1993
(eu) October, 1994
Genre Action
Mode 1 Player

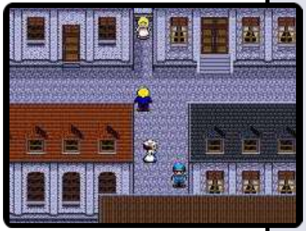
Fun 'n Games is a compilation of puzzles, arcade games, a music composer and a paint program in one video game. The game is arranged into four different types of activities, or categories: Paint, Games, Music and Style. There is virtually no difference in gameplay between the SNES and Genesis/Mega Drive versions. However, the Genesis version (not the Mega Drive version) has an extra game in the Games section.

SEGA
TRADEWEST
FUN 'N' GAMES
FUN ART ZONES! MUSIC & MORE!!
GENESIS
GA

Rarity US: 4
Rarity EU: 5

5.9

ふしぎの海の
ナディア
©1989 NHK/総合ビジョン/TOHO
©1991 NAMCO LTD.



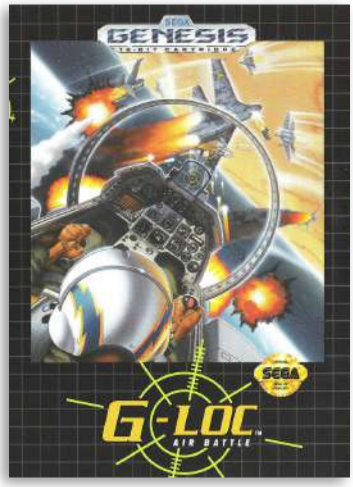
J

Fushigi no Umi no Nadia

Developer Namco
Publisher Namco
Release date (jp) March 19, 1991
Genre Adventure
Mode 1 Player

Nadia: The Secret of Blue Water is a Japan-exclusive adventure game based on the anime series Nadia: The Secret of Blue Water. While it is viewed from an overhead 2D perspective, it is similar to a point-and-click adventure game. The player must talk to people and collect items to solve puzzles and advance through the game, but there are no combat elements to the game. There is a password feature to allow the player to resume from the beginning of each chapter.

namcot
ふしぎの海の
ナディア
メガドライブ専用


SEGA
GENESIS
SEGA
G-LOC
AIR BATTLE

Rarity US: 2
Rarity EU: 3

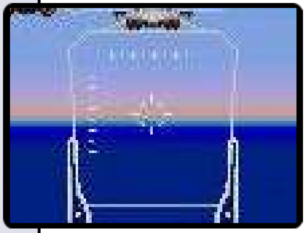
G-LOC: Air Battle

Developer	Sega, Probe Software, Krisalis Software
Publisher	Sega
Release date	(us) 1993 (eu) 1993
Genre	Simulation, Shooter
Mode	1 Player

G-LOC: Air Battle, originally a 1990 air combat simulator arcade game, is a spiritual sequel to After Burner II. Like After Burner, the goal is to eliminate enemy planes, though in G-LOC there are also ground units. Also unlike games using the After Burner name, G-LOC uses a first person perspective, though it does occasionally pan out to a third person view when the player's plane is locked onto by an enemy.

6.7

G-LOC
AIR BATTLE
LOSS OF CONSCIOUSNESS BY G FORCE
PRESS START BUTTON
© 1990/1992 SEGA



J N P

SEGA
GENESIS
SEGA
GADGET TWINS
GAMETEK
SIMULTANEOUS 2 PLAYER ACTION

Rarity US: 2

The Gadget Twins

Developer	Imagitec Design
Publisher	GameTek
Release date	(us) August 13, 1992
Genre	Shooter
Mode	1-2 Players

Gameplay consists of flying through six air and water levels: Gadget Bay, Zeppelin Attack, The Lost City, Sub Attack, The Crystal Lake and Thump's World. Although the game continually scrolls throughout its stages, the player can fly in all directions on the screen. Bop and Bump come equipped with a spring glove mechanism that lets the player punch either up, down, right or left, which is used to defeat enemies.

"mobygames.com"

5.8

THE
GADGET
Twins
FRIENDS

SCORE 00000
MONEY 0000
SCORE 00000
MONEY 0000

N

SEGA
GENESIS
8 MEG POWER
OFFICIAL SEGA GENESIS SEAL OF QUALITY
GAIARES
RENOVATION

Rarity US: 5

Gaiares

Developer	Reno
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) 1990
Genre	Shooter
Mode	1 Player

Gaiares was released at a time when the shoot 'em up genre was immensely popular in the gaming industry; competition was fierce with franchised games like Thunder Force II, R-Type and Gradius, so the developers had to distinguish the game with a unique weapon system. The name is supposedly a combination of Gaia and a shortened abbreviation of the word "rescue", which is the main objective of the battle taking place within the storyline.

7.5

GAIARES
Press START button
(C) Telenet Japan Co.,Ltd. 1990
Renovation Products, Inc. 1990
Licensed by Sega Enterprises Ltd.

J N

7.2

GAIN GROUND
PRESS START BUTTON

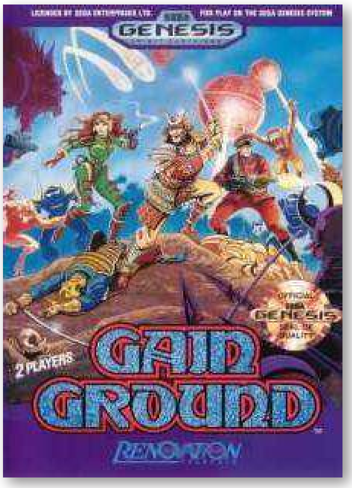
J N P

Gain Ground

Developer	Sega, Sanritsu
Publisher	Sega, (us) Renovation Products
Release date	(us) January 2, 1991 (eu) 1991
Genre	Shooter, Strategy
Mode	1-2 Players

Gain Ground is a 1988 arcade game ported to the Genesis. It is a top-down gun game with strategy elements, in which the player controls one of twenty playable characters who must defeat all the enemies on screen.

The characters in Gain Ground vary in which hand they hold their weapons, making it easier for some characters to shoot around certain walls and obstacles than others.


GENESIS
2 PLAYERS
GAIN GROUND
RENOVATION

Rarity US: 4
Rarity EU: 4

5.8

GALAXY FORCE II

MISSION 1
SCORE
SHIELD
ENERGY 1086

J N P

Galaxy Force II

Developer	Sega AM3, CRI, Cube
Publisher	Sega, (jp) CRI
Release date	(us) August 12, 1991 (eu) 1992
Genre	Shooter
Mode	1 Player

Galaxy Force is a sprite-scaling rail shooter arcade game, released by Sega in 1988 and built upon the Sega Y Board. The game which is in the tradition of Sega's successful Space Harrier is set in space. Due to the inferior hardware of the Genesis, large cutbacks were made regarding detail and the reception has hence been mixed. There was a more respectable port to the FM Towns Marty in Japan however.

GENESIS
GALAXY FORCE II
SEGA

Rarity US: 2
Rarity EU: 3

8.0

片山まさゆきの
麻雀道場
PUSH START BUTTON

J

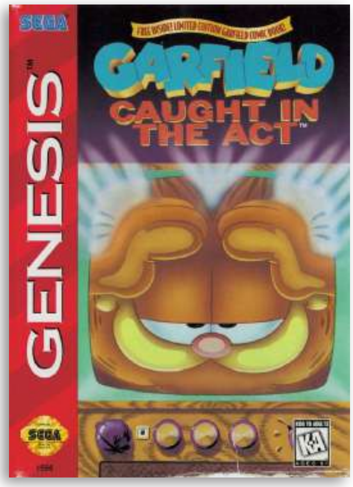
Gambler Jiko Chuushinha: Katayama Masayuki no Mahjong Doujou

Developer	Game Arts, Yellow Horn
Publisher	Game Arts
Release date	(jp) December 14, 1990
Genre	Board game
Mode	1 Player

Gambler Jiko Chuushinha: Katayama Masayuki no Mahjong Doujou is a 1990 mahjong game by Game Arts for the Sega Mega Drive made with the video game license to Kodansha's Gambler Jiko Chuushinha manga — one of many such games by Game Arts.

"segaretro.org"

Mega Drive Cartridge メガ ドライブ専用
片山まさゆきの
麻雀道場
GAME ARTS


SEGA
GENESIS
GARFIELD
CAUGHT IN THE ACT

Rarity US: 5
Rarity EU: 5

Garfield: Caught in the Act

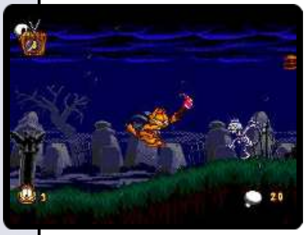
Developer	Sega interActive
Publisher	Sega
Release date	(us) October 31, 1995 (eu) December 8, 1995
Genre	Platformer
Mode	1 Player

Garfield: Caught in the Act is a platform game starring the comic strip cat, Garfield. The original Mega Drive game features six levels. Garfield is able to attack enemies up close or throw objects at them (the close-range weapons and objects thrown change between each level).

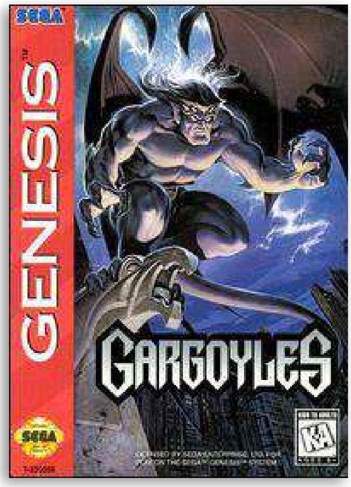
Sega Channel subscribers could download Garfield: The Lost Levels, that featured 3 different levels.

6.5

GARFIELD
Caught in the Act
START
OPTIONS
©1995 SEGA
©1995 PAWS



N P


SEGA
GENESIS
GARGOYLES

Rarity US: 2

Gargoyles

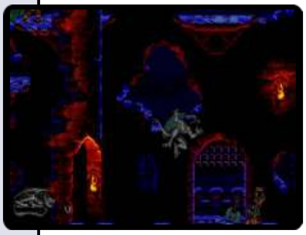
Developer	Disney Inter., Creative Capers, Renegade Anim.
Publisher	Buena Vista Interactive
Release date	(us) May 15, 1995
Genre	Platformer
Mode	1 Player

Gargoyles, an adaptation of the Disney animated series of the same title, loosely follows the plot of the show. The player controls the protagonist Goliath as he seeks to put an end to the Eye of Odin, a corrupted magical talisman which can transform whoever comes to possess it.

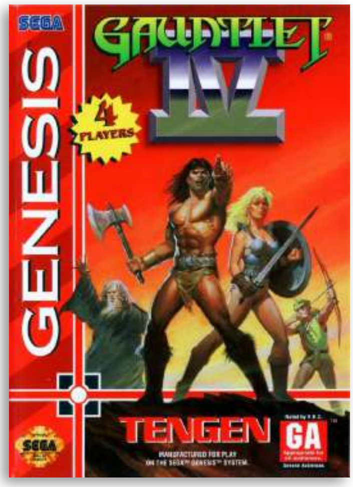
The game boasts a hand-drawn appearance to Goliath, Demona and the Viking enemies, but also a CGI-modeled look for the robot enemies.

6.8

GARGOYLES
START
OPTIONS
(C)1995 BUENA VISTA INTERACTIVE
LICENSED BY SEGA ENTERPRISES, LTD.



N B


SEGA
GENESIS
GAUNTLET IV
4 PLAYERS
TENGEN

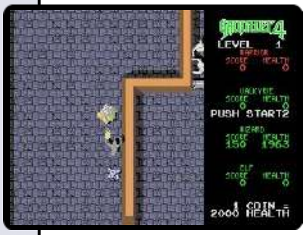
Rarity US: 3
Rarity EU: 4

Gauntlet IV

Developer	Atari Games, M2
Publisher	Tengen
Release date	(us) September 16, 1993 (eu) November, 1993
Genre	Hack and slash
Mode	1-4 Players

Gauntlet IV a port of Gauntlet, a fantasy-themed hack and slash 1985 arcade game by Atari Games. The players, up to four at once, select among four playable fantasy-based characters: The Warrior, Wizard, Valkyrie, or Elf. Each character has his or her own unique strength and weaknesses. The gameplay is set within a series of top-down perspective mazes where the object is to find and touch the designated exit in every level.

7.7

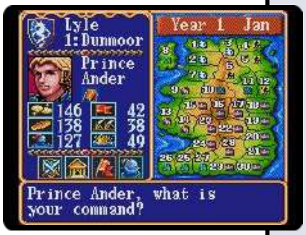

GAUNTLET 4
LEVEL 1
PUSH START2
1 COIN =
2000 HEALTH

J N P

Gemfire

7.1

GEMFIRE
PRESS START
LICENSED BY SEGA ENTERPRISES, LTD.


Lyle
1:Dunmoor
Prince
Ander
Year 1 Jan
146 42
138 38
127 49
Prince Ander, what is
your command?

J N

Developer	Koei
Publisher	Koei
Release date	(us) June 24, 1992
Genre	Strategy
Mode	1-2 Players

Gemfire is a medieval war game. The object in the game is to unify a fictional island by force. Players use infantry, cavalry, and archers, as well as fantasy units such as magicians, dragons or gargoyles in order to capture the castle needed to control that particular territory.

A sequel, Royal Blood II, was released in the Japan market for Japanese Windows.

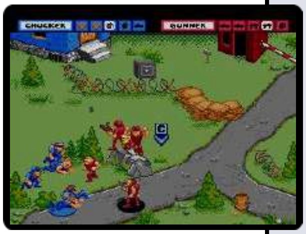
KOEI
GEMFIRE
Imagination Series
GENESIS
SEGA

Rarity US: 3

General Chaos

7.7

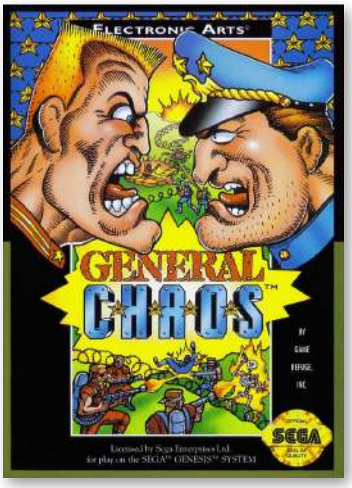
GENERAL CHAOS
© Copyright 1993
GAME REFUGE INC.
Licensed by Sega
Enterprises, Ltd.


CHUCKER
GUNNER

J N P B

Developer	Game Refuge
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) January 13, 1994 (eu) 1994
Genre	Strategy
Mode	1-4 Players

The game is a quick and dirty battle (or a longer campaign mode that is a series of battles fought over a dynamic strategic map) between two generals, “General Chaos” and “General Havoc”. The objective of the game is to capture the enemy’s capital city. The player views the action from an isometric perspective, watching cartoon soldiers duke it out on the battlefield. The game features a balance between action and strategy.

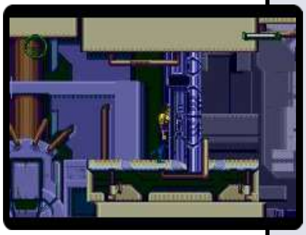

ELECTRONIC ARTS
GENERAL CHAOS
SEGA

Rarity US: 4
Rarity EU: 4

Generations Lost

6.6

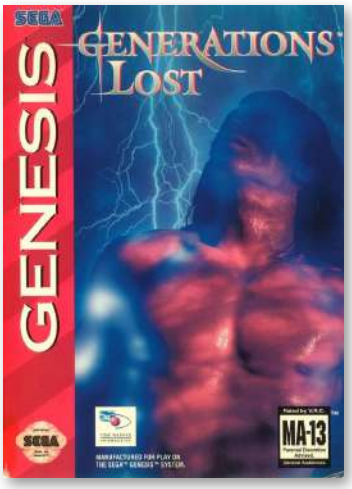
GENERATIONS
LOST



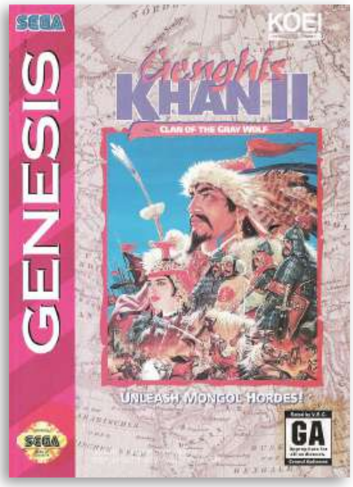
N P

Developer	Pacific Softscape
Publisher	Time Warner Interactive
Release date	(us) 1994 (eu) 1994
Genre	Platformer
Mode	1 Player

Generations Lost is a cinematic platform action game similar to Flashback. The player takes on the role of a young adventurous man named Monobe who is searching for the past of his people. He is equipped with an arm-mounted device called an “e-rad” and magic armor. These devices allow Monobe to project energy bolts and create ropes to swing on. The player must use this devices to traverse the strange lands of the game.


SEGA
GENESIS
GENERATIONS LOST
MA-13

Rarity US: 3
Rarity EU: 4


SEGA
GENESIS
KOEI
Genghis KHAN II
CLAN OF THE GRAY WOLF
UNLEASH MONGOL HORDES!
SEGA
GA

Rarity US: 5

Genghis Khan II: Clan of the Gray Wolf

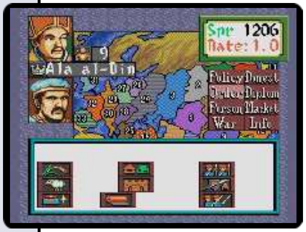
Developer	Koei
Publisher	Koei
Release date	(us) September 23, 1993
Genre	Strategy
Mode	1-2 Players

Genghis Khan II: Clan of the Gray Wolf is part of Koei's Historical Simulation Series of games, and is the sequel to Genghis Khan, though this is the third game in the series.

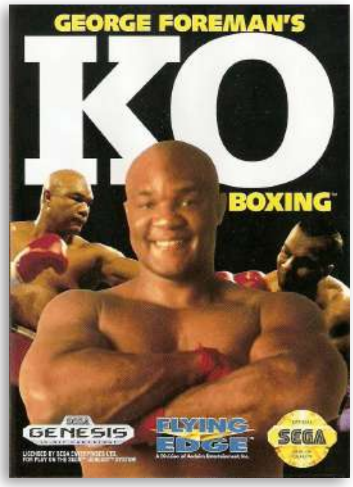
The player is given the option to conquer either the country of Mongolia as Genghis Khan himself, or as one of three other rivals in that region

7.5

Genghis KHAN II
CLAN OF THE GRAY WOLF
© 1993 KOEI Corporation
LICENSED BY SEGA ENTERPRISES,LTD.
PRESS START


Spr 1206
Rate: 1.0
Ala al-Din
Policy Direct
Trade Diplom
Person Market
War Info

J N


GEORGE FOREMAN'S
KO
BOXING
SEGA GENESIS
FLYING EDGE
SEGA

Rarity US: 2
Rarity EU: 5

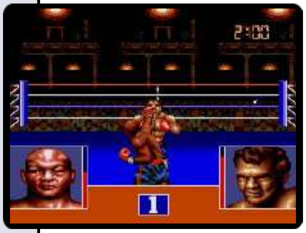
George Foreman's KO Boxing

Developer	Beam Software
Publisher	Flying Edge
Release date	(us) February 7, 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

The player takes a generic boxer and must go on to defeat other generic boxers in the game in order to take on George Foreman in a 12-round boxing match featuring toe-to-toe action. Instant replays of every knockout provide a realistic pay-per-view look to the action that is going on in the screen. Every time that someone gets damages, his face in the photo becomes more bruised and eventually starts to show blood.

4.9

George Foreman's
KO
BOXING



N P

SEGA
GENESIS
16-BIT CARTRIDGE
GHOSTBUSTERS
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 4
Rarity EU: 3

Ghostbusters

Developer	Sega, Compile
Publisher	Sega
Release date	(us) June 29, 1990 (eu) December, 1990
Genre	Platformer
Mode	1 Player

This was a Mega Drive exclusive — a completely different title from the Master System game with the same name despite both being developed by Compile. It is a platformer which stars the Ghostbusters Peter, Ray and Egon, though for some reason omits Winston.

The player platforms left and right, shooting at enemies, dodging obstacles, and occasionally looking for secrets.

7.4

GHOSTBUSTERS
PRESS START BUTTON
1984 COLUMBIA PICTURES INDUSTRIES, INC.
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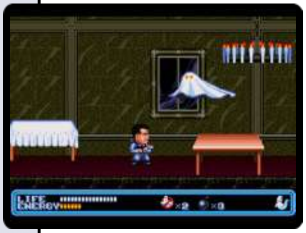

LIFE
ENERGY

J N P B

7.7

GHOULS'N GHOSTS
© CAPCOM 1988
REPROGRAMMED GAME © SEGA 1989

PLAYER-1
TOP SCORE
TIME 1:23

J N P B

Ghouls'n Ghosts

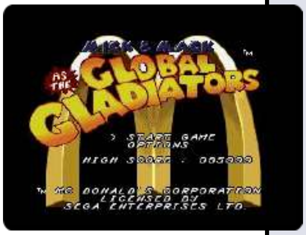
Developer	Capcom, Sega
Publisher	Sega
Release date	(us) 1989 (eu) November 30, 1990
Genre	Run 'n` gun
Mode	1 Player

Ghouls 'n Ghosts is the sequel to Ghosts 'n Goblins and the second game in the Ghosts 'n Goblins series. The gameplay is similar to that of Ghosts 'n Goblins. The player controls the knight Arthur, who must advance through a series of eerie levels and defeat a number of undead and demonic creatures in his quest to restore all the people killed by Lucifer, or Loki, including his beloved Princess Prin Prin, back to life.

SEGA GENESIS
GHOULS'N GHOSTS
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 4
Rarity EU: 3

6.9


MICK & MACK
AS THE
GLOBAL GLADIATORS
START GAME
OPTIONS
HIGH SCORE
SEGA ENTERPRISES LTD.

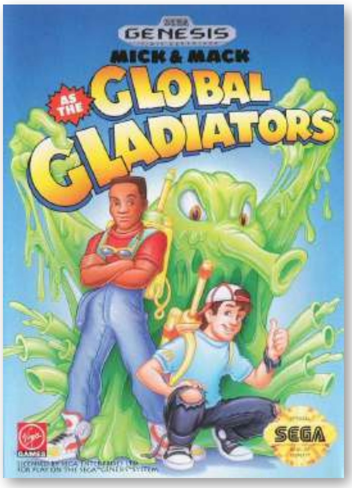
N P B

Global Gladiators

Developer	Virgin Games
Publisher	Virgin Games
Release date	(us) 1992 (eu) 1993
Genre	Platformer
Mode	1 Players

Global Gladiators, also known as Mick and Mack: Global Gladiators, is loosely based on the McDonald's fast food chain and has a strong environmentalist message.

The player controls Mick or Mack through four worlds. Each world has several sub-stages where the character must collect a certain number of Golden Arches to advance.


SEGA GENESIS
MICK & MACK
AS THE
GLOBAL GLADIATORS
SEGA

Rarity US: 2
Rarity EU: 1

7.8

GLEYLANCER
PUSH START BUTTON
COPYRIGHT 1992 NCS CORP

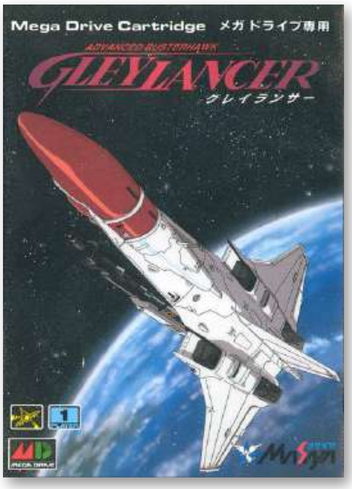
J

Advanced Busterhawk Gley Lancer

Developer	NCS, Cube
Publisher	Masaya, (kr) Samsung
Release date	(jp) July 17, 1992
Genre	Shooter
Mode	1 Player

The gameplay in Gley Lancer is similar to most shoot 'em up games on the Mega Drive. During the game, the Gley Lancer can toggle through four different speeds. By shooting silver and blue pods, the player can pick up various weapons which take the form of Gunners.

The game was later re-released on the Wii Virtual Console.


Mega Drive Cartridge メガドライブ専用
ADVANCED BUSTERHAWK
GLEYLANCER
グレイランサー

GO NET
アイ・システム
SEGA

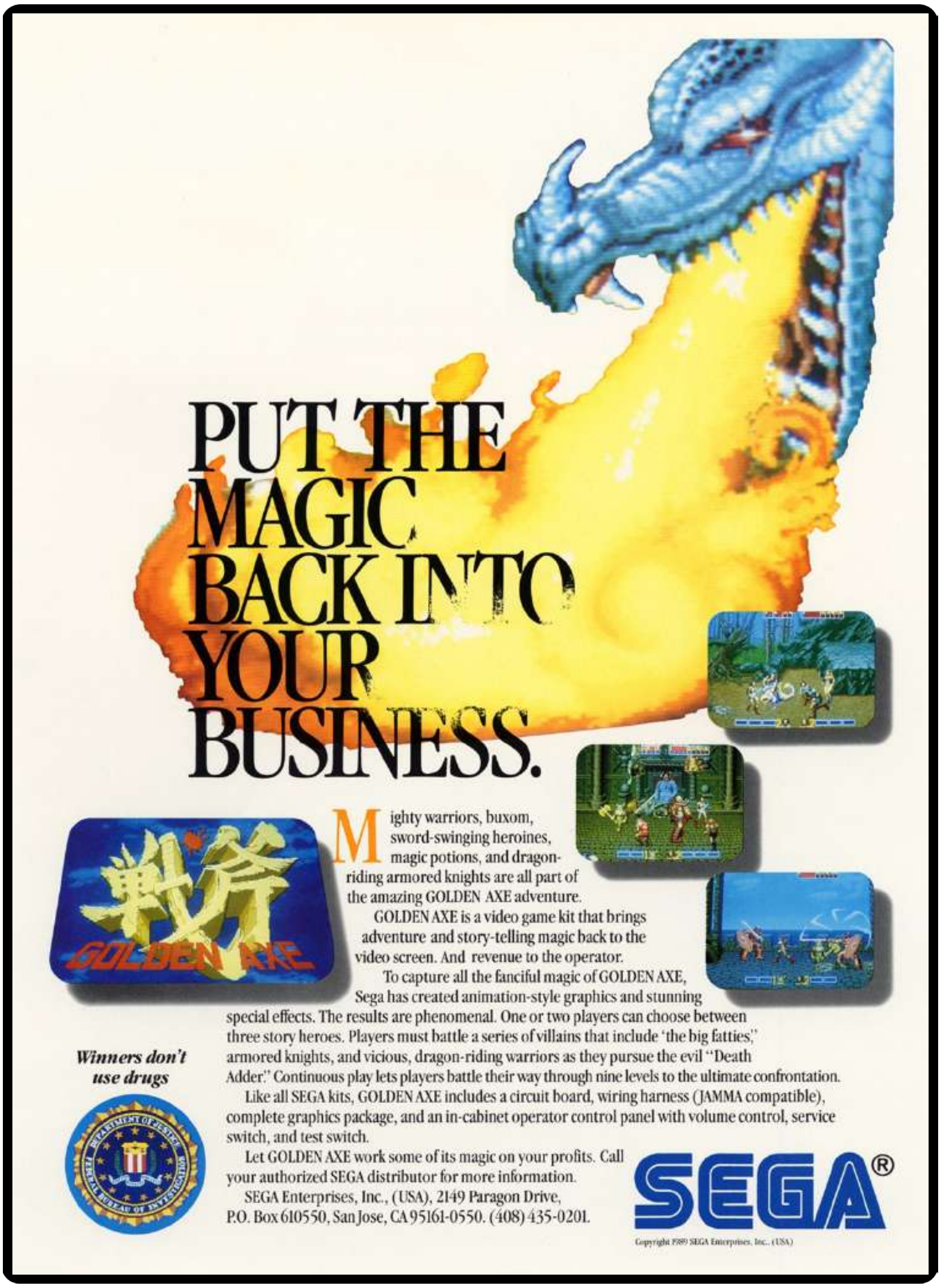
Go Net

Developer Aisystem Tokyo
Publisher Sega
Release date (jp) 1992
Genre Software
Mode 1 Player

Go Net is a rare Sega Mega Drive cartridge developed as a joint venture by Sega and Aisystem Tokyo and released exclusively in Japan in 1992. Combined with a Sega Mega Modem and subscription, it allows playing Go with other owners of the cartridge.

"segaretro.org"

GO NET
© SEGA 1989
© アイ・システム 1992


戦斧
GOLDEN AXE

PUT THE MAGIC BACK INTO YOUR BUSINESS.

Mighty warriors, buxom, sword-swinging heroines, magic potions, and dragon-riding armored knights are all part of the amazing GOLDEN AXE adventure.

GOLDEN AXE is a video game kit that brings adventure and story-telling magic back to the video screen. And revenue to the operator.

To capture all the fanciful magic of GOLDEN AXE, Sega has created animation-style graphics and stunning special effects. The results are phenomenal. One or two players can choose between three story heroes. Players must battle a series of villains that include 'the big fatties,' armored knights, and vicious, dragon-riding warriors as they pursue the evil "Death Adder." Continuous play lets players battle their way through nine levels to the ultimate confrontation.

Like all SEGA kits, GOLDEN AXE includes a circuit board, wiring harness (JAMMA compatible), complete graphics package, and an in-cabinet operator control panel with volume control, service switch, and test switch.

Let GOLDEN AXE work some of its magic on your profits. Call your authorized SEGA distributor for more information.

SEGA Enterprises, Inc., (USA), 2149 Paragon Drive,
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Winners don't use drugs

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6.3

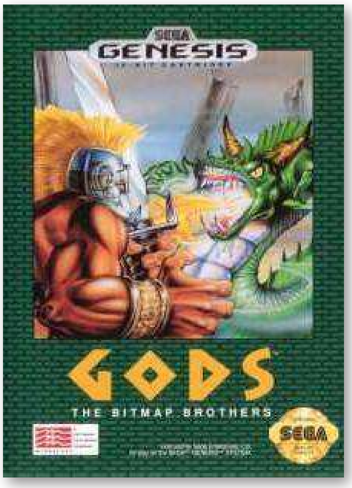
J N P

Gods

Developer	The Bitmap Brothers, Graftgold
Publisher	Mindscape, (eu) Accolade, (jp) PCM Complete
Release date	(us) 1992
	(eu) 1993
Genre	Platformer
Mode	1 Player

Gods is a 1991 video game by The Bitmap Brothers where the player is cast as Hercules (here known as DRQ) in his quest to achieve immortality. The game was first made for Amiga and Atari ST computers and then ported for various other platforms.

Like other Bitmap Brothers' games, Gods was highly praised by critics thanks to the quality graphics and music.


SEGA
GENESIS
GODS
THE BITMAP BROTHERS
SEGA

Rarity US: 3
Rarity EU: 4

7.3

GOLDEN AXE
1 OR 2 PLAYER START
SEGA
©SEGA 1989

J N P B

Golden Axe

Developer	Sega AM7
Publisher	Sega
Release date	(us) December 22, 1989
	(eu) 1990
Genre	Beat 'em up
Mode	1-2 Players

Lead producer Makoto Uchida was fond of action movies, particularly the Conan films and wanted to create a game influenced by them.

Progress is made through the game by fighting through Death Adder's henchmen, including men armed with clubs and maces, skeleton warriors, and knights. Players are able to attack using their weapon, jump and cast spells that hurt all enemies on the screen.

SEGA
GENESIS
GOLDEN AXE™
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 2
Rarity EU: 2

7.5

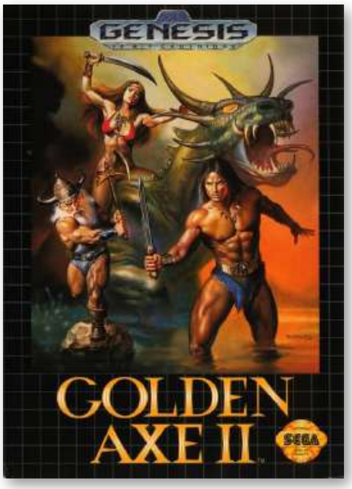
GOLDEN AXE II
1P PLAY
2P PLAY
OPTIONS
© 1991 SEGA

J N P B

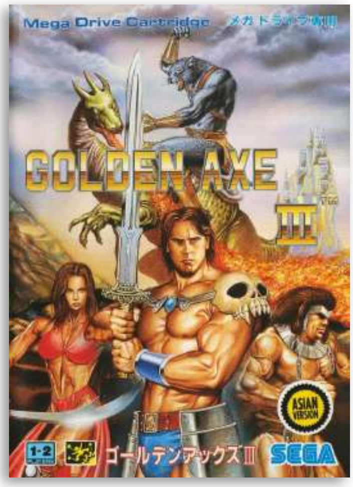
Golden Axe II

Developer	Sega AM7
Publisher	Sega
Release date	(us) December 26, 1991
	(eu) 1991
Genre	Beat 'em up
Mode	1-2 Players

The three playable characters from the first Golden Axe, Ax Battler, Tyris Flare, and Gilius Thunderhead, return in Golden Axe II to save the people of the land by defeating the new evil clan, led by Dark Guild, and reclaim the Golden Axe, which is in his possession. The game features a total of seven levels: six scrolling levels and a final end of game boss battle against Dark Guild.


GENESIS
GOLDEN AXE II
SEGA

Rarity US: 4
Rarity EU: 2


Mega Drive Cartridge
GOLDEN AXE III
ASIAN VERSION
SEGA

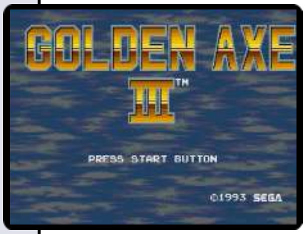
Golden Axe III

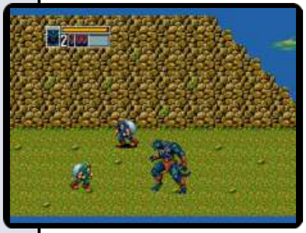
Developer	Sega AM7
Publisher	Sega
Release date	(jp) June 25, 1993
Genre	Beat 'em up
Mode	1-2 Players

The gameplay has been expanded slightly but is essentially the same hack n' slash as the previous games. New features to the series include new characters, new moves (special attacks, teamwork attacks and teamwork magic spells) and junction points where the players can choose which path to take.

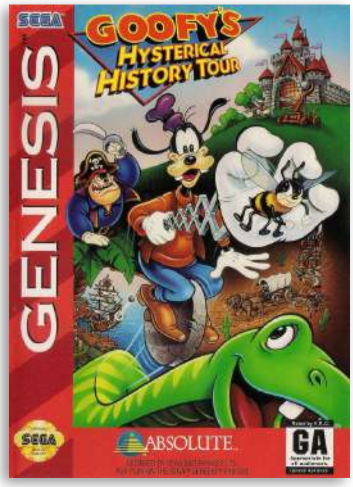
The characters include a giant, Proud Cragger, a humanoid black panther, Chronos "Evil" Rait, along with humans, Kain Grinder and Sahra Burn.

7.5


GOLDEN AXE III
PRESS START BUTTON
©1993 SEGA



J Sc


SEGA
GENESIS
GOOFY'S HYSTERICAL HISTORY TOUR
ABSOLUTE
GA

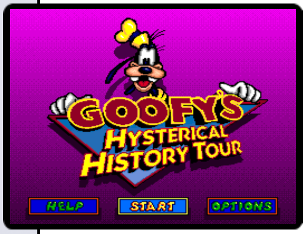
Rarity US: 5

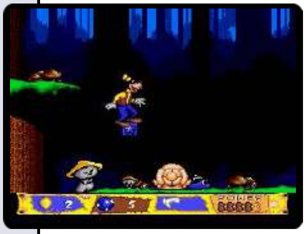
Goofy's Hysterical History Tour

Developer	Disney Software, Imagineering
Publisher	Absolute Entertainment
Release date	(us) September 28, 1993
Genre	Platformer
Mode	1 Player

In this game, Goofy finally finds a job that he likes as a janitor at the Ludwig von Drake History Museum. But his enemy Pete is out to get him fired by sabotaging the exhibits. Goofy must recover the missing pieces of the exhibits, defeat Pete, and save his job all before the curator comes in tomorrow. With Goofy's Extend-O-Hand, the player must travel through time in order to complete his mission.

5.4


GOOFY'S HYSTERICAL HISTORY TOUR
HELP
START
OPTIONS



N

ATLUS
メガドライブ専用
豪血寺一族

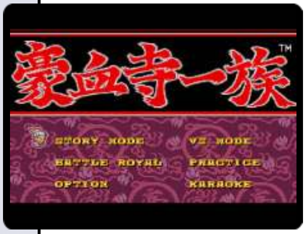
Gouketsuji Ichizoku

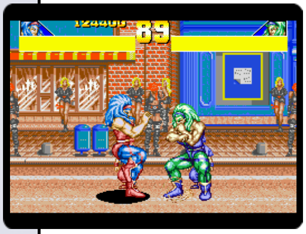
Developer	Atlus, Make Software
Publisher	Atlus
Release date	(jp) November 18, 1994
Genre	Fighting
Mode	1-2 Players

Gouketsuji Ichizoku, called Power Instinct outside Japan, is a 1993 arcade fighting game by Atlus and the first in the long-running series of the same name. Atlus ported it to the Sega Mega Drive in 1994, releasing it exclusively in Japan. Plans were made to port the game to the US under the name Power Instinct, but were scrapped (however a US SNES version was released under this name).

"segaretro.org"

6.9

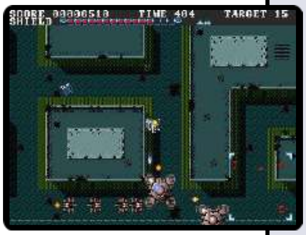

豪血寺一族
STORY MODE
VS MODE
BATTLE ROYAL
PRACTICE
OPTION
KARAOKE



J

7.7

SCORE 00000000 HI-SCORE 00050000
Granada
PUSH START BUTTON
©1990 WOLF TEAM


SCORE 00000510 TIME 404 TARGET 15
SHIELD

J N B

Granada

Developer	Wolf Team, Cube
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) 1990
Genre	Shooter
Mode	1 Player

Granada is a 1990 shoot ‘em up developed by Wolf Team in Japan first for the Sharp X68000 and later the Sega Mega Drive.

The player controls a tank from an overhead perspective, shooting at enemy tanks and weapon stations. The play field allows scrolling in all directions, and the player must navigate through each level to find and destroy all targets before advancing.

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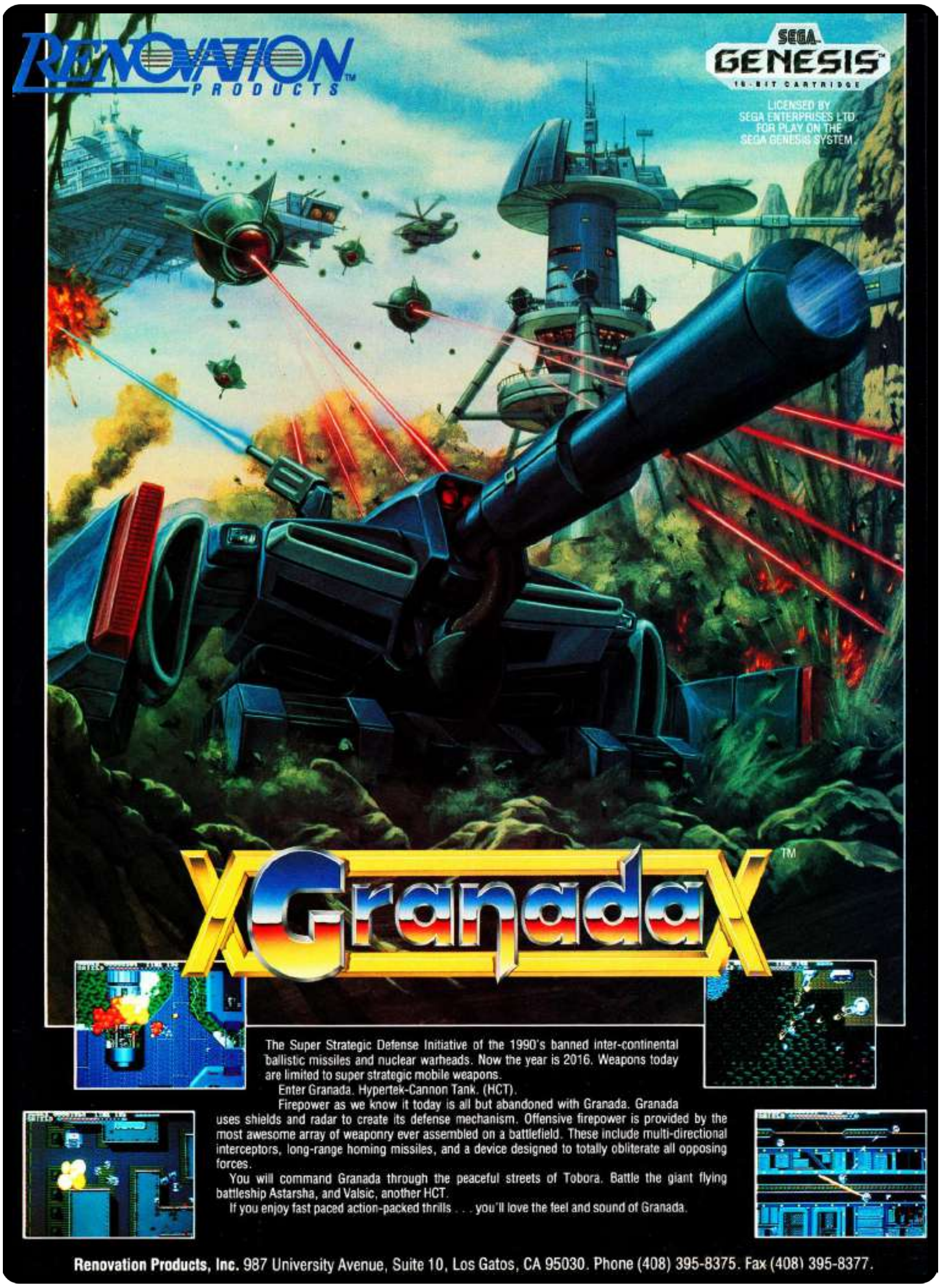
SEGA GENESIS
FOR PLAY ON THE SEGA GENESIS SYSTEM
OFFICIAL SEGA GENESIS SEAL OF QUALITY
Granada
RENOVATION

Rarity US: 5


RENOVATION PRODUCTS
SEGA GENESIS
16-BIT CARTRIDGE
LICENSED BY SEGA ENTERPRISES LTD FOR PLAY ON THE SEGA GENESIS SYSTEM
Granada
TM

The Super Strategic Defense Initiative of the 1990's banned inter-continental ballistic missiles and nuclear warheads. Now the year is 2016. Weapons today are limited to super strategic mobile weapons.

Enter Granada. Hypertek-Cannon Tank. (HCT).

Firepower as we know it today is all but abandoned with Granada. Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces.

You will command Granada through the peaceful streets of Tobora. Battle the giant flying battleship Astarsha, and Valsic, another HCT.

If you enjoy fast paced action-packed thrills . . . you'll love the feel and sound of Granada.

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The Great Circus Mystery Starring Mickey & Minnie

SEGA
CAPCOM
THE GREAT
CIRCUS
MYSTERY
Starring Mickey & Minnie
GENESIS
GA

Rarity US: 3

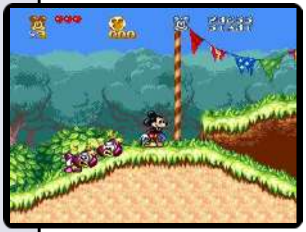
Developer	Capcom
Publisher	Capcom
Release date	(us) June 2, 1994
Genre	Platformer
Mode	1-2 Players

The game features Mickey Mouse and Minnie Mouse trying to figure out why everyone in the circus has disappeared, and includes four different types of outfits and six different levels.

As its predecessor, The Magical Quest, it received praise for its graphics and outfit system and was criticized for not being challenging enough and short.

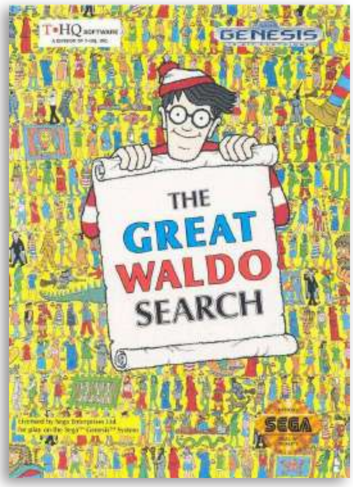
7.5

THE GREAT
CIRCUS
MYSTERY
Starring Mickey & Minnie
GAME START
PASSWORD
OPTION MODE



J N B

The Great Waldo Search


T•HQ
GENESIS
THE
GREAT
WALDO
SEARCH
SEGA

Rarity US: 3

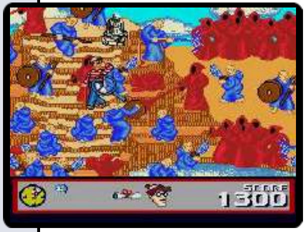
Developer	Radiance Software
Publisher	THQ
Release date	(us) 1992
Genre	Puzzle
Mode	1-2 Players

The Great Waldo Search is based on the third Waldo book, which was originally released under the same name in North America.

The pictures are slightly animated images of Waldo scenes, the player has to scroll along the long picture to survey the scape while searching for Waldo and other objects. The directional buttons control a magnifying glass and is used in order to “find” objects.

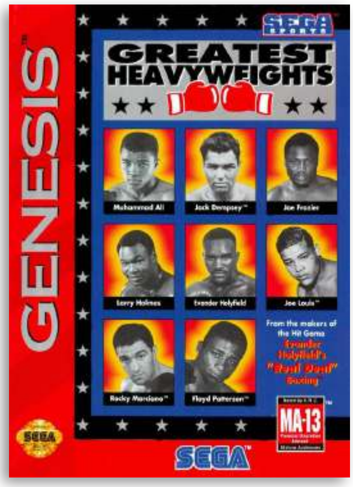
3.8

THE
GREAT
WALDO
SEARCH



N

Greatest Heavyweights


SEGA SPORTS
GREATEST
HEAVYWEIGHTS
GENESIS
Muhammad Ali
Jack Dempsey
Joe Frazier
Larry Holmes
Evander Holyfield
Joe Louis
Rocky Marciano
Floyd Patterson
MA-13
SEGA

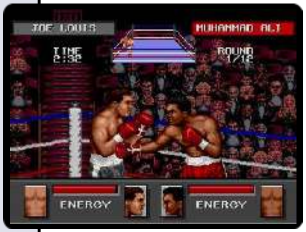
Rarity US: 2
Rarity EU: 5

Developer	Acme Interactive
Publisher	Sega
Release date	(us) December 25, 1993 (eu) 1994
Genre	Sports
Mode	1-2 Players

Greatest Heavyweights is a follow-up to Evander Holyfield’s Real Deal Boxing, and is virtually identical in many ways, apart from a number of significant improvements. Perhaps the most noticeable improvement is the speed of the game; it is significantly faster than the aforementioned title. The “taunting” feature is also improved; the phrases used are now more varied, because each of the boxers have their own set of taunts.

7.8

GREATEST
HEAVYWEIGHTS
© 1993 SEGA.


JOE LOUIS
MUHAMMAD ALI
TIME
ROUND
ENERGY
ENERGY

J N P B

6.2

Greendog
START
OPTIONS

N P B

Greendog: The Beached Surfer Dude!

Developer	Interactive Designs
Publisher	Sega
Release date	(us) 1992 (eu) 1992
Genre	Platformer
Mode	1 Player

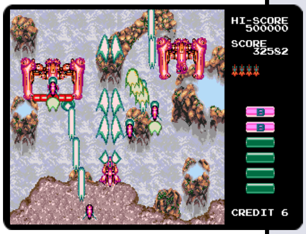
Greendog, as it was often abbreviated, was part of a series of games that Sega produced in the early 1990s in an effort to create mascot characters for Sega before Sonic the Hedgehog was ultimately chosen; other examples of these type of games included Alex Kidd and Kid Chameleon.

GENESIS
SEGA
Greendog
THE BEACHED SURFER DUDE!

Rarity US: 3
Rarity EU: 3

6.7

GRIND STORMER
EXTEND BONUS
PRESS 1PLAYER START
TENGEN


HI-SCORE
500000
SCORE
32582
CREDIT 6

J N

Grind Stormer

Developer	Toaplan, Tengen
Publisher	Tengen
Release date	(us) 1994
Genre	Shooter
Mode	1 Player

This cartridge combines two different localized flavours of the original arcade game. There are two modes, Grind Stormer and V Five. Both offers the same levels and enemies, but have a different approach to how the player can use power-ups.

The game difficulty, amount of lives and continues can be set in the options. After using a continue, the player immediately receives a “Special” power-up granting four wingmen.

SEGA
GENESIS
GRIND STORMER
TENGEN
GA

Rarity US: 5

5.1

GROWL
PRESS START BUTTON
TAITO
© TAITO CORPORATION 1991
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J N

Growl

Developer	Taito, ITL
Publisher	Taito
Release date	(us) 1991
Genre	Beat ‘em up
Mode	1 Player

Set in the early 20th century, the player controls a forest ranger who must protect the local wildlife from a group of evil poachers who are driving the animals to extinction.

The player begins the game by choosing from one of four different forest rangers, each with a different amount of health, attack strength, and jumping height.

GENESIS
GROWL
TAITO
SEGA

Rarity US: 5

MEGA DRIVE
GUNSHIP
U.S.GOLD

Rarity EU: 4

Gunship

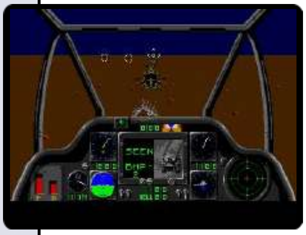
Developer	MicroProse, Probe Software, Krisalis Software
Publisher	U.S. Gold
Release date	(eu) January, 1994
Genre	Simulation, Shooter
Mode	1 Player

Gunship is the Mega Drive version of the MicroProse helicopter series. Just like the original game the player gets to command a helicopter through a first-person perspective. Missions are preceded by a briefing and a planning stage. A map of the environment is shown from a top-down perspective with the starting position, enemy locations, fuel dumps, and the target. The player sets out custom waypoints to reach the target.

"mobygames.com"

3.8

GUNSHIP
PRESS START



N P

GENESIS
GUNSTAR HEROES
GA
SEGA

Rarity US: 3
Rarity EU: 3

Gunstar Heroes

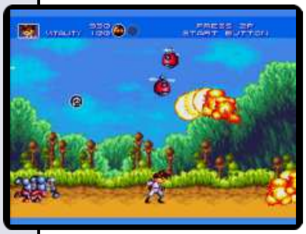
Developer	Treasure
Publisher	Sega
Release date	(us) September 9, 1993
	(eu) September, 1993
Genre	Run 'n` gun
Mode	1-2 Players

Gunstar Heroes is a side scrolling shooter. The player has four weapons to choose from, and these four can be combined in pairs to create an additional 10 weapons, for a total of 14.

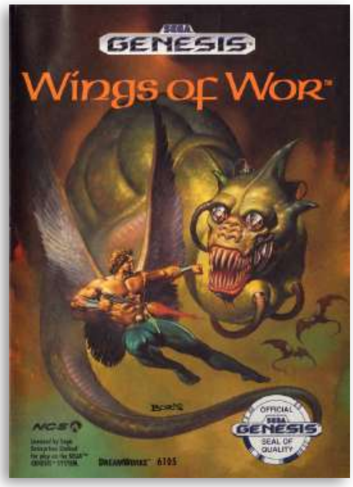
The gane was awarded Best Action Game of 1993 by Electronic Gaming Monthly. MegaTech magazine praised the animation and speed of gameplay, and could not think of any downsides to the game.

8.3

GUNSTAR HEROES
1 PLAYER
2 PLAYERS
OPTIONS
© 1993 SEGA


PRESS 2P START BUTTON

J N P B


GENESIS
Wings of Wor

Rarity US: 3
Rarity EU: 3

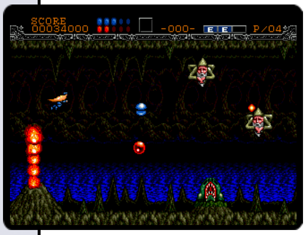
Gynoug

Developer	NCS, Cube
Publisher	DreamWorks, (eu) Sega, (jp) Masaya
Release date	(us) June, 1991
	(eu) 1991
Genre	Shooter
Mode	1 Player

Gynoug, also known as Wings of Wor, is a horror-themed shoot'em up similar to Thunder Force and other horizontal shooters. But other than most of them where players play a spaceship of some sort, here they play as Wor, a member of the so-called 'Flying men' who look quite similar to angels. The game consists of 6 levels with no check points, instead players continue right where they died if they have any lifes left.

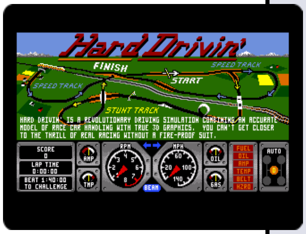
7.2

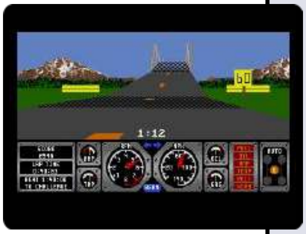
GYNOUG
PUSH START BUTTON
START
OPTIONS
COPYRIGHT NCS CORP 1991



J N P B

4.8


HARD DRIVIN' IS A REVOLUTIONARY DRIVING SIMULATION COMBINING AN ACCURATE MODEL OF RACE CAR HANDLING WITH TRUE 3D GRAPHICS. YOU CAN'T GET CLOSER TO THE THRILL OF REAL RACING WITHOUT A FIRE-PROOF SUIT.
Hard Drivin'
FINISH
START
SPEED TRACK
SPEED TRACK
STUNT TRACK
SCORE 0
LAP TIME 0:00:00
BEAT 1:40:00 TO CHALLENGE
AMP
TMP
RPM
MPH
BEAM
OIL
GAS
FUEL
OIL
AMP
TEMP
BELT
H2O
AUTO

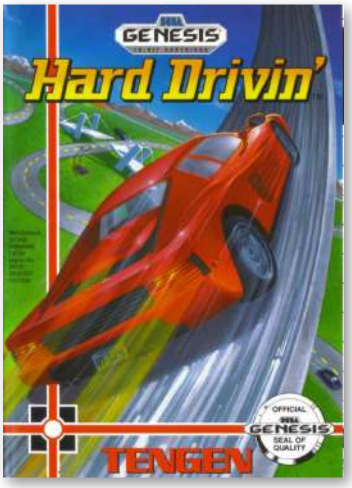


J N P B

Hard Drivin'

Developer	Atari Games, Sterling Silver Software
Publisher	Tengen
Release date	(us) 1990 (eu) December, 1991
Genre	Racing
Mode	1 Player

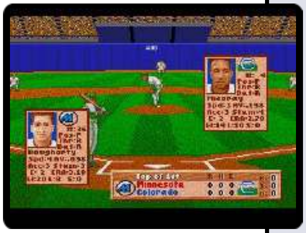
Hard Drivin' is a 3D arcade hit from Atari Games. Players are in control of a high-performance sports car. The objective is to race around the course as fast as possible and hit as many checkpoints as possible. If players hit a checkpoint they gain extra time to go farther. The course has two sections: speed track, and stunt track. Speed track is longer, but the player can usually achieve higher speeds.


GENESIS
Hard Drivin'
TENGEN
OFFICIAL SEGA GENESIS SEAL OF QUALITY

Rarity US: 2
Rarity EU: 4

5.1

AL MICHAELS ANNOUNCES
HardBall III


Minnesota
Colorado

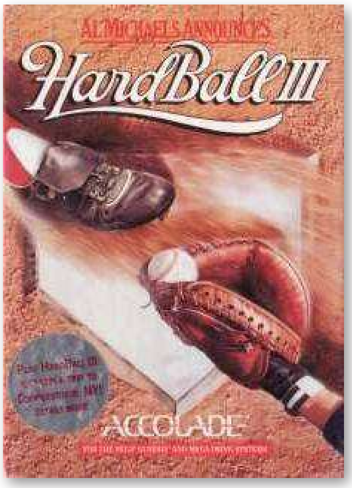
N P

Hardball III

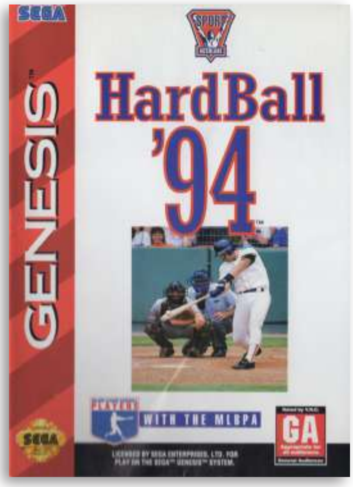
Developer	MindSpan Technologies
Publisher	Accolade
Release date	(us) 1993 (eu) 1993
Genre	Sports
Mode	1-2 Players

HardBall III, licensed by the Major League Baseball Players Association and the sequel to HardBall II, is a simplified versions of the HardBall series found on the personal computers of the time.

A rental version for the Nordic consumers was released, suggesting the game was probably released in Europe in small numbers.


AL MICHAELS ANNOUNCES
HardBall III
ACCOLADE

Rarity US: 2


SEGA
GENESIS
HardBall '94
WITH THE MLBPA
GA

Rarity US: 2
Rarity EU: 4

Hardball '94

Developer MindSpan Technologies
Publisher Sport Accolade
Release date (us) 1994
(eu) 1994
Genre Sports
Mode 1-2 Players

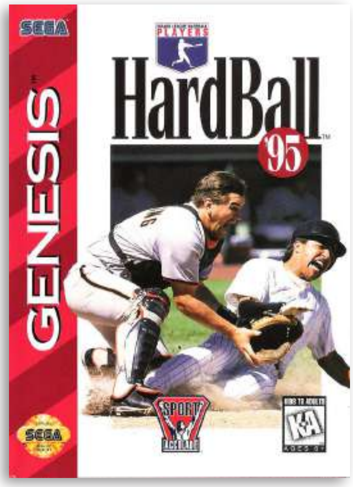
New features in this edition of the baseball simulation include the Home Run Derby and Pitching Practice. Multiple viewpoints and instant replays are included. 28 pitches are included, each with distinct effects. Players can use real or fictitious teams, and even create their own right down to the logo and kit.

"mobygames.com"

5.8

HardBall '94
PROGRAMMING
Mike Benna
Jeff Sember

N P


SEGA
GENESIS
HardBall '95
SPORT ACCOLADE

Rarity US: 2

Hardball '95

Developer MindSpan Technologies, Cygnus Multimedia
Publisher Sport Accolade
Release date (us) 1995
Genre Sports
Mode 1-2 Players

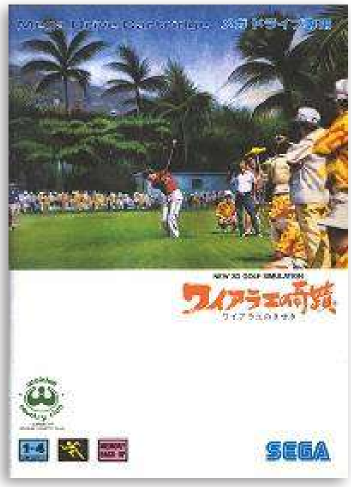
HardBall 5 is mainly an update to HardBall 4, with the additions coming in the form of adjustable difficulty settings, sharper graphics, more comments by Al Michaels and improved league play, which comes with a full set of 1994 major leaguers, plus a bonus legends league. The game includes multiplayer support for up to two players.

"mobygames.com"

7.4

HardBall '95
PROGRAMMING
Ken Moore
Dan Hilton

N



New 3D Golf Simulation: Harukanaru Augusta

Developer T&E Soft
Publisher T&E Soft
Release date (jp) December 17, 1993
Genre Sports
Mode 1-4 Players

New 3D Golf Simulation: Harukanaru Augusta is a 1989 golf game by T&E Soft for the PC-98 and the first in their New 3D Golf Simulation series of golf games. They ported it to the Sega Mega Drive in 1993. This version was not released outside Japan.

The game takes place at the Augusta National Golf Club and plays identically to Pebble Beach Golf Links.

8.0

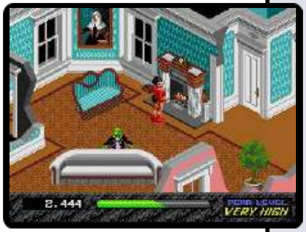
NEW 3D GOLF SIMULATION
PUSH START BUTTON
©1989.1993 T&E SOFT Inc.
MADE IN JAPAN

J

Haunting starring Polterguy

7.4

STARRING
HAUNTING
POLTERGUY
©1993 Electronic Arts
Licensed by Sega Enterprises, Ltd.


2.444
FEAR LEVEL
VERY HIGH

N P B

Developer	EA Creative Development
Publisher	Electronic Arts
Release date	(us) 1993 (eu) September, 1993
Genre	Action
Mode	1-2 Players

The main protagonist and player character, Polterguy, is a rebellious punk teenager who was killed in an accident involving defective skateboards manufactured by business mogul Vito Sardini and his corporation. Polterguy seeks revenge by haunting Vito's home and tormenting him and his family from beyond the grave by effectively being a Poltergeist.

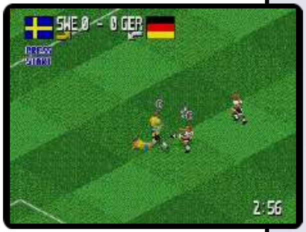
ELECTRONIC ARTS
HAUNTING
Starring Polterguy
16 MEG
SEGA
MA-13
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 4
Rarity EU: 4

Head-On Soccer

6.3

Head-On Soccer
GAME SELECT
TOURNAMENT
OPTIONS
RESUME


SWE 0 - 0 GER
2:56

N P B

Developer	U.S. Gold
Publisher	U.S. Gold
Release date	(us) 1995 (eu) June 30, 1995
Genre	Sports
Mode	1-2 Players

Head-On Soccer, also known as Fever Pitch Soccer, is a slapstick game in which the player tends to have to lean towards "dirty" play, and special player abilities include the ability to dive in an attempt to win a free-kick or penalty.

In Germany, the game is known as Mario Basler Prasentiert: Fever Pitch Soccer and is endorsed by Mario Basler.

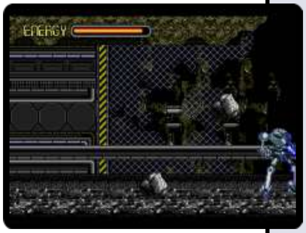
SEGA
GENESIS
HEAD-ON SOCCER
US GOLD

Rarity US: 5
Rarity EU: 3

Heavy Nova

3.3

HEAVY NOVA
PRESS START BUTTON
ALL RIGHTS RESERVED Micronet 1991
LICENSED BY SEGA ENTERPRISES LTD.



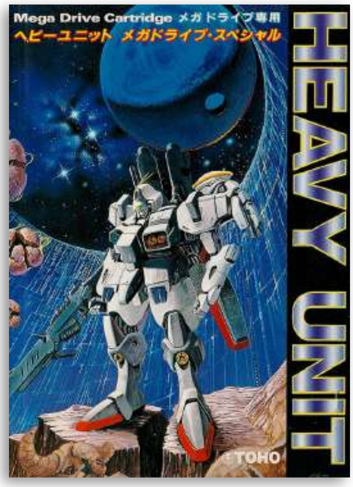
N

Developer	Holocronet
Publisher	Micronet
Release date	(us) December, 1991
Genre	Fighting, platformer
Mode	1-2 Players

Heavy Nova combines elements of fighting games with platform games and mission elements. Players assume the role of a robot operator destined to earn the highest operator rank. To do so, the robot – known in the game as a Heavy DOLL – must complete a combat training camp which prompts the 2D Platformer stages. The player then must combat other Heavy DOLLs as the end-level bosses which prompts the 2D fighting elements.

SEGA
GENESIS
HEAVY NOVA
SEGA
Micronet
8 MEGA-BIT MEMORY

Rarity US: 4


Mega Drive Cartridge メガドライブ専用
ヘビーユニット メガドライブ・スペシャル
HEAVY UNIT
TOHO

Heavy Unit: Mega Drive Special

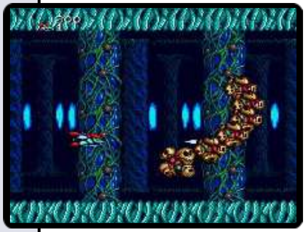
Developer	Kaneko, Advance Communication Co.
Publisher	Toho
Release date	(jp) December 26, 1990
Genre	Shooter
Mode	1 Player

Heavy Unit: Mega Drive Special is a modified port of Kaneko's 1988 arcade shoot-'em-up Heavy Unit. Heavy Unit: Mega Drive Special features the same amount of stages as its arcade counterpart but with partially modified enemies placements and behaviors. Stage 2 has now an underwater theme and an added raster scroll effect. Unlike the article release, the game also doesn't loop after finishing it.

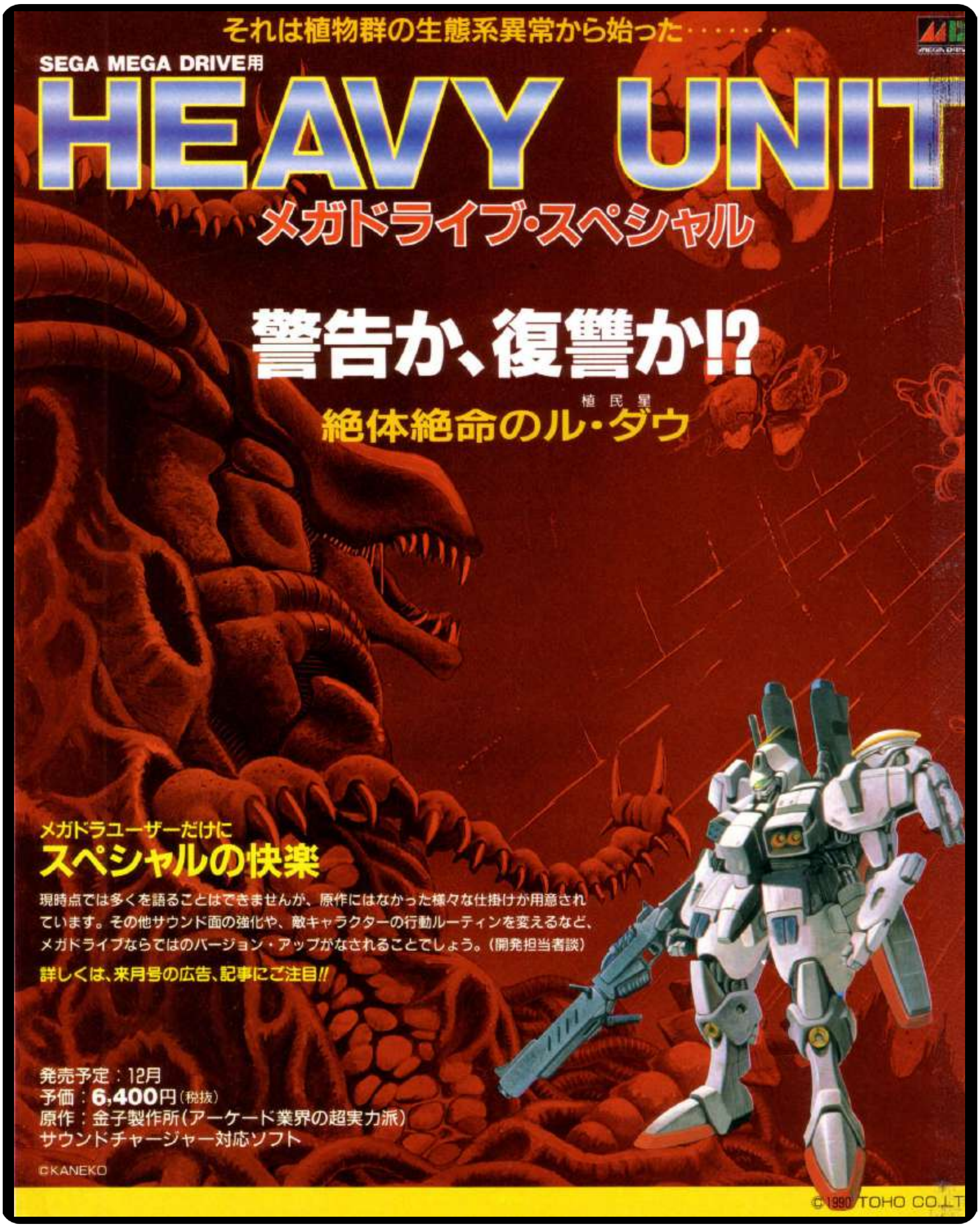
"segaretro.org"

5.0

HEAVY
UNIT
MEGA DRIVE SPECIAL
TOHO



J


それは植物群の生態系異常から始った・・・・・・・・

SEGA MEGA DRIVE用

HEAVY UNIT

メガドライブ・スペシャル

警告か、復讐か!?

植民星
絶体絶命のル・ダウ

メガドラユーザーだけに
スペシャルの快楽

現時点では多くを語ることはできませんが、原作にはなかった様々な仕掛けが用意されています。その他サウンド面の強化や、敵キャラクターの行動ルーティンを変えるなど、メガドライブならではのバージョン・アップがなされることでしょう。(開発担当者談)

詳しくは、来月号の広告、記事にご注目!!

発売予定：12月
予価：6,400円(税抜)
原作：金子製作所(アーケード業界の超実力派)
サウンドチャージャー対応ソフト

©KANEKO

©1990 TOHO CO.,LTD

7.2

HELLFIRE
PRESS START BUTTON
© NCS 1990
ORIGINAL GAME
© TOAPLAN Co.,Ltd. 1989
LICENCED BY SEGA ENTERPRISES Ltd.

J N P B

Hellfire

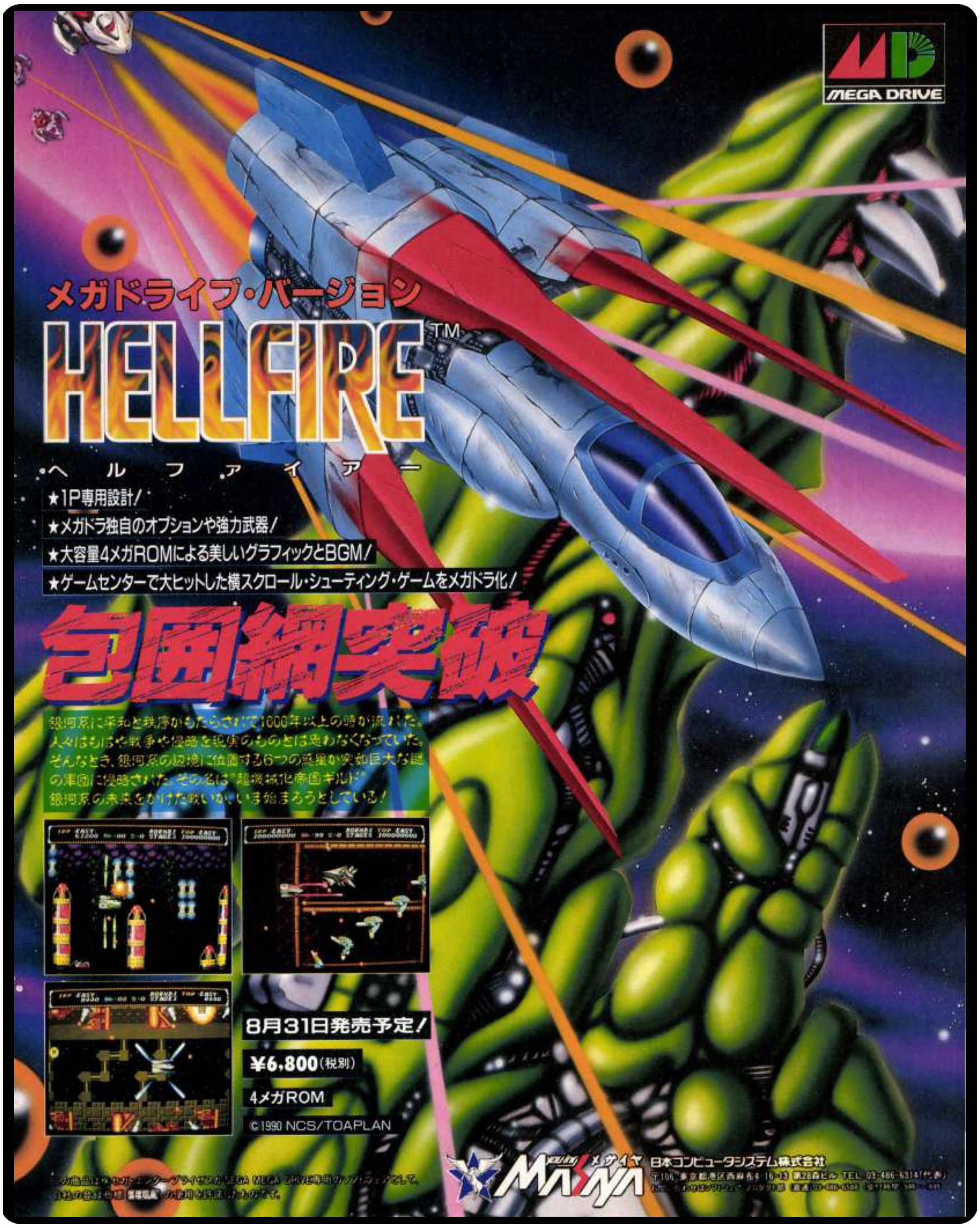
Developer NCS, Toaplan
Publisher Seismic, (eu) Sega, (jp) Masaya
Release date (us) 1991
(eu) 1991
Genre Shooter
Mode 1 Player

Hellfire was initially released in the arcades before it was ported to the Genesis. The game does not follow the typical powerup system of most shmups of the time. Instead, the ship, the CNCS1, can fire either straight to the right (pink), straight to the left (yellow), straight up and down (green), or diagonally in four directions (blue), switching between these modes by pressing B.

"segaretro.org"

SEGA
GENESIS
HELLFIRE™
OFFICIAL SEGA GENESIS SEAL OF QUALITY
seismic
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM.

Rarity US: 5
Rarity EU: 4



メガドライブ・バージョン
HELLFIRE™
ヘルファイアー

★1P専用設計/
★メガドラ独自のオプションや強力武器/
★大容量4メガROMによる美しいグラフィックとBGM/
★ゲームセンターで大ヒットした横スクロール・シューティング・ゲームをメガドラ化/

包囲網突破

銀河系に平和と秩序がもたらされて1000年以上の時が流れた。人々はもはや戦争や侵略を現実のものとは思わなくなっていた。そんなとき、銀河系の辺境に位置する6つの惑星が突如巨大な謎の軍団に侵略された。その名は"超機械化帝国ギルド"。銀河系の未来をかけた戦いが、いま始まろうとしている/

8月31日発売予定/
¥6,800（税別）
4メガROM
©1990 NCS/TOAPLAN

メサイヤ MASAYA 日本コンピュータシステム株式会社

SEGA
GENESIS
HERZOG
zwei
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 4
Rarity EU: 4

Herzog Zwei

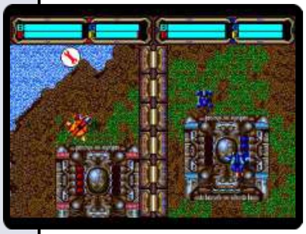
Developer	Technosoft
Publisher	Sega, (jp) Technosoft
Release date	(us) April, 1990 (eu) 1990
Genre	Strategy
Mode	1-2 Players

Herzog Zwei, a Genesis-exclusive, is an early real-time strategy game, predating the genre-popularizing Dune II. The game combines the arcade-style play of Technosoft's own Thunder Force series with a simple, easy-to-grasp level of strategy. The game laid the foundations for the RTS and MOBA genres.

The game was not a huge commercial success, due to its lack of marketing and relatively early release.

8.5

Herzog
zwei
©Techno Soft



J N P

SEGA
GENESIS
HIGH SEAS
HAVOC
GA

Rarity US: 2
Rarity EU: 5

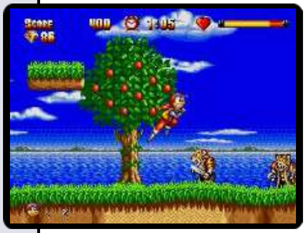
High Seas Havoc

Developer	Data East
Publisher	Data East, (eu) Codemasters
Release date	(us) August 16, 1993 (eu) 1994
Genre	Platformer
Mode	1 Player

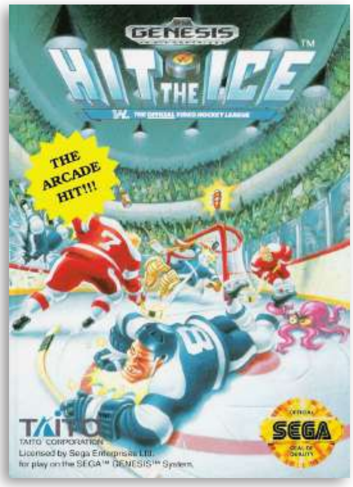
In the game players take the role as an anthropomorphic seal named Havoc on a quest to rescue a girl named Bridget from the evil pirate Bernardo. All controller buttons are treated the same. Pressing once jumps. Pressing while in midair does a spin attack. Pressing while crouching lunges forward in a roll. Jumping on enemies destroys them and jumping on treasure chests opens them.

7.2

High Seas Havoc
PRESS START BUTTON
© 1993 DATA EAST CORPORATION.
LICENSED BY SEGA ENTERPRISES LTD.



J N P


GENESIS
HIT THE ICE
THE ARCADE HIT!!!
TAITO
SEGA

Rarity US: 5

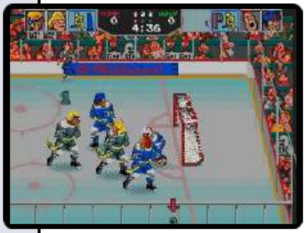
Hit the Ice

Developer	Taito, Aisystem Tokyo
Publisher	Taito
Release date	(us) 1992
Genre	Sports
Mode	1-2 Players

Hit the Ice is a hockey video game originally released by Williams to arcades in 1990. The game is an arcade-style hockey game in which two teams of three players (two attackers and one goalie) compete against each other. Most of the rules of the original sport are dropped, meaning the aim of the game is simply to hit the hockey puck into the opposition's net by any means necessary.

6.2

HIT THE ICE
PRESS START BUTTON
THE VIDEO HOCKEY LEAGUE
TAITO
LICENSED BY SEGA ENTERPRISES LTD.



N

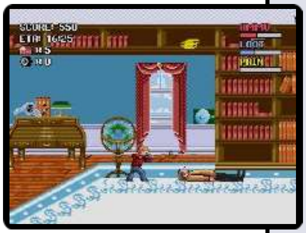
6.4

Home Alone

Developer	Brian A. Rice, Inc.
Publisher	Sega
Release date	(us) 1992 (eu) 1992
Genre	Action
Mode	1 Player

The game revolve around Kevin's battle with the Wet Bandits. He must protect several houses in his neighborhood while waiting 20 minutes for the police to arrive. Kevin can travel by sled (in top-down view) to the various houses and do battle with the Bandits as they proceed to rob whatever house they are in (in a 2D platformer/side-scroller format).

HOME ALONE
Home Alone TM & (c) Twentieth Century Fox Film Corporation All Rights Reserved
Press Start Button
Copyright (c) 1992 SEGA



N P B

GENESIS
HOLY COW!
HOME ALONE
SEGA

Rarity US: 2
Rarity EU: 3

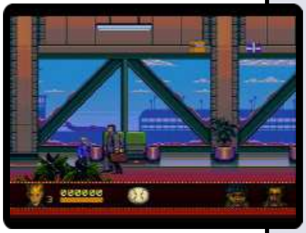
4.8

Home Alone 2: Lost in New York

Developer	Sega interActive
Publisher	Sega
Release date	(us) 1993
Genre	Platformer
Mode	1 Player

Home Alone 2 is an action platform game based loosely on the 1992 film of the same title. Starting in the airport, the player controls Kevin as he runs around New York, visiting locations similar to those in the film, and outwitting the bandits Harry and Marv, who turn up to harass him at almost every turn. Kevin has a variety of kid-friendly weaponry handy to take on his enemies, including baseballs, footballs, and slingshots.

HOME ALONE 2
Lost In New York
TM & (C) 1993 TWENTIETH CENTURY FOX FILM CORPORATION ALL RIGHTS RESERVED
(C) 1993 SEGA



N B

GENESIS
HOME ALONE 2
Lost In New York
WET BANDITS ESCAPE!
GA
SEGA

Rarity US: 5

7.3

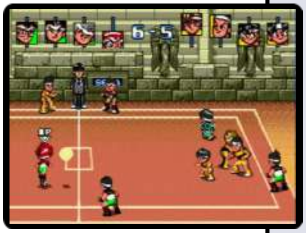
Honō no Dōkyūji: Dodge Danpei

Developer	Sega
Publisher	Sega
Release date	(jp) July 10, 1992
Genre	Sports
Mode	1-6 Players

Dodge Danpei is a team dodgeball game, one of several based on the anime and manga created by Tetsuhiro Koshita, which plays strikingly similar to the well-known Super Dodge Ball. Each team has four main players and three support players, and attempts to knock out the opposing team's main members by throwing the ball at them in various ways.

"mobygames.com"

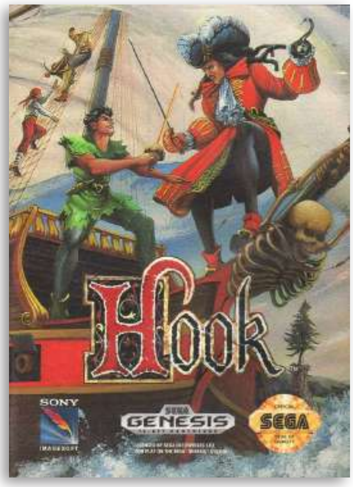
炎の闘球児
ドッジ弾平
GAME
OPTION
PUSH START BUTTON
©こしたてつひろ／小学館／テレビ東京
©1992 SEGA



J

Mega Drive Cartridge メガドライブ専用
炎の闘球児
ドッジ弾平
1-6
SEGA

Hook


Hook
SONY
GENESIS
SEGA

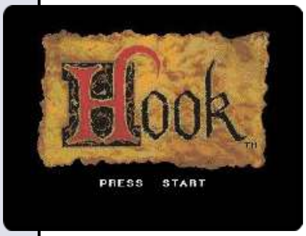
Rarity US: 3
Rarity EU: 5

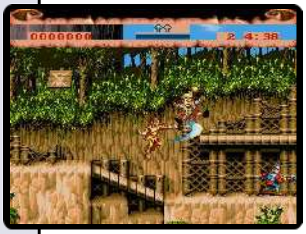
Developer	Ukiyotei, Core Design
Publisher	Sony Imagesoft
Release date	(us) 1992 (eu) 1992
Genre	Platformer
Mode	1 Player

Hook is a video game adaption of the movie with the same name, originally released on the SNES and then ported to a variety of consoles including the Genesis. Players take the role as the grown up Peter Pan who has returned to Neverland to destroy Captain Hook, who has returned to terrorize the land once again. A button swings his dagger. B button jumps.

"segaretro.org"

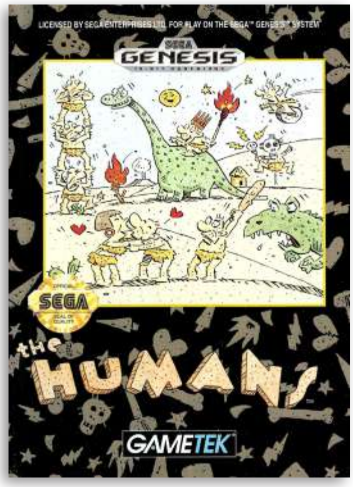
6.5


Hook
PRESS START



N P B

The Humans


GENESIS
SEGA
the HUMANS
GAMETEK

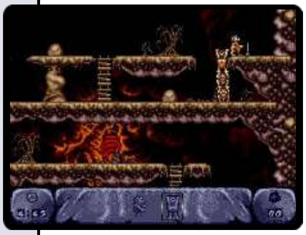
Rarity US: 2

Developer	Imagitec Design
Publisher	GameTek
Release date	(us) 1992
Genre	Puzzle
Mode	1 Player

The Humans is a puzzle game whose objective is to manipulate the given number of humans, taking advantage of abilities and tools, to achieve the level's goal, usually consisting of finding a certain tool, killing a certain number of dinosaurs, or bringing at least one human to the end point, marked by a conspicuous red tile. Each level is independent of the next, each with its own tools, goal, and set number of humans allowed per level.

6.1

INTRODUCING
the HUMANS
You've Never Seen Anything Like Them...



N

Hurricanes

16 MEG
U.S. GOLD
HURRICANES
FEATURING CAL, RUDE, STATS AND AMANDA
WORLD SOCCER
MEGA DRIVE

Rarity EU: 4

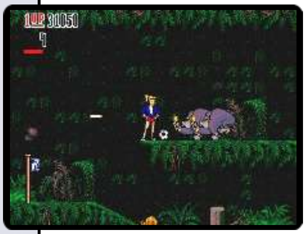
Developer	Arc Developments
Publisher	U.S. Gold
Release date	(eu) 1994
Genre	Platformer
Mode	1-2 Players

Hurricanes is a 1994 platformer based on DiC's Hurricanes cartoon. Instead of being a soccer simulator, the game is a platformer similar to Marko's Magic Football: you play as one of the players on the fictional Hurricanes football team as they use their football to destroy enemies through various platforming levels. The game consists of 5 episodes (worlds), each with three stages.

"segaretro.org"

6.4

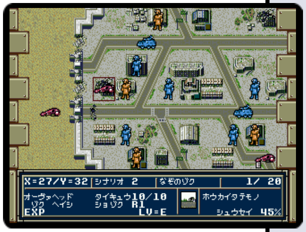
PRESS START
HURRICANES



Sc P

7.9

THE HYBRID FRONT
PUSH START BUTTON
©SEGA 1994/MASAHIRO NODA/ONIRO CO.
ORIGINAL ILLUST DESIGNED BY SUEMI JUN
ORIGINAL WEAPON ILLUST DESIGNED BY KUNIO AOI


X=27/Y=32
1/ 20
EXP
LV=E
45%

The Hybrid Front

Developer	Onrio
Publisher	Sega
Release date	(jp) July 22, 1994
Genre	Strategy
Mode	1 Player

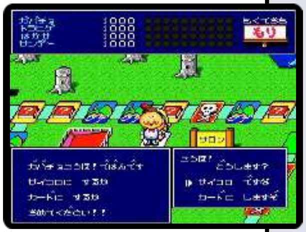
The Hybrid Front is a sci-fi turn-based strategy game where the player takes control of a team of mercenary couriers. The game plays much like Daisenyaku or Advance Wars, featuring grid-based movement with a multitude of unit and terrain types. Different types of units have varying effectiveness against other units and different terrain types.

"mobygames.com"

Mega Drive Cartridge
THE HYBRID FRONT
SEGA
ハイブリッド・フロント

7.0

ひょっこり
ひょうたん島
大統領をめざせ！
PUSH START BUTTON
©井上ひさし/山元護久・ひとみ座・NEP
©1992 SEGA



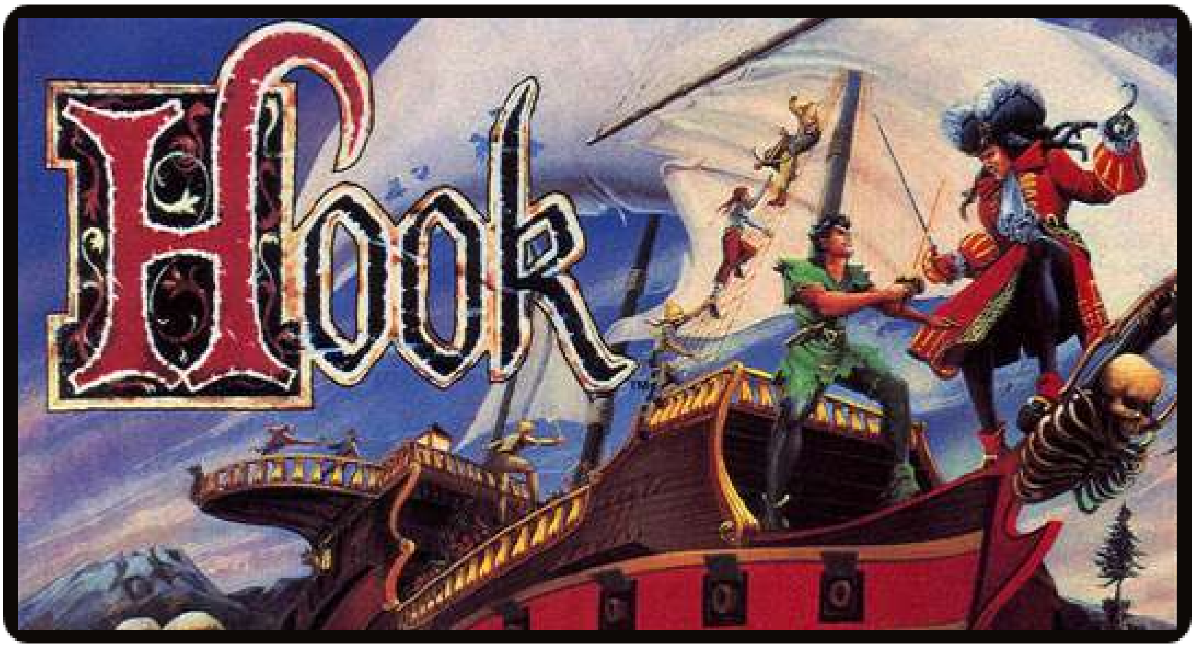
Hyokkori Hyoutan Jima

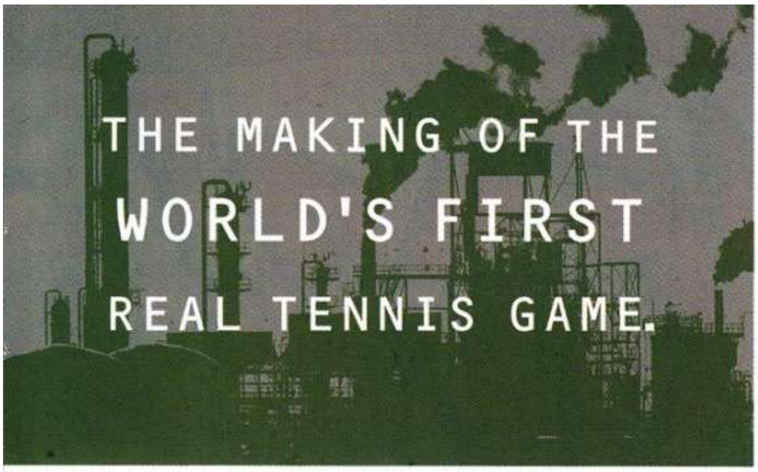
Developer	JSH
Publisher	Sega
Release date	(jp) August 7, 1992
Genre	Board game
Mode	1-4 Players

Hyokkori Hyōtanjima: Daitōryō o Mezase! is a sugoroku-style board game for up to four players based on the popular NHK children's show Hyokkori Hyōtanjima. Four characters from the show all decide they want to be the island's president, and so they set off to start campaigning. The goal of each round is to collect the most points; points can be earned or lost based on the spaces the player lands on.

"mobygames.com"

Mega Drive Cartridge メガドライブ専用
ひょっこり
ひょうたん島
大統領をめざせ！
SEGA





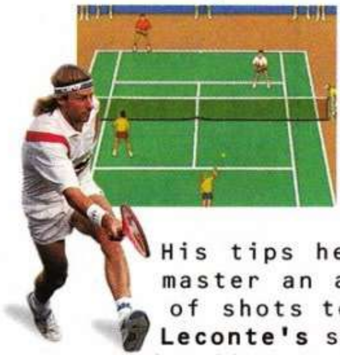
THE MAKING OF THE WORLD'S FIRST REAL TENNIS GAME.

Somebody finally made a cool tennis game. **Surprise.** It's EA SPORTS.™

First off, we took all the stuff since Pong. Studied it carefully. And **trashed it.**

Next, we got 32 players like all-time greats **Borg & Lendl.** Plus new stars like **Bruguera.**

Then we prodded. Poked. And picked coaching legend **Vic Braden's** brain.



His tips help you master an arsenal of shots to crush **Leconte's** serve and volley. Or **Laver's** baseline game.

Guess winning isn't about the shoes after all.

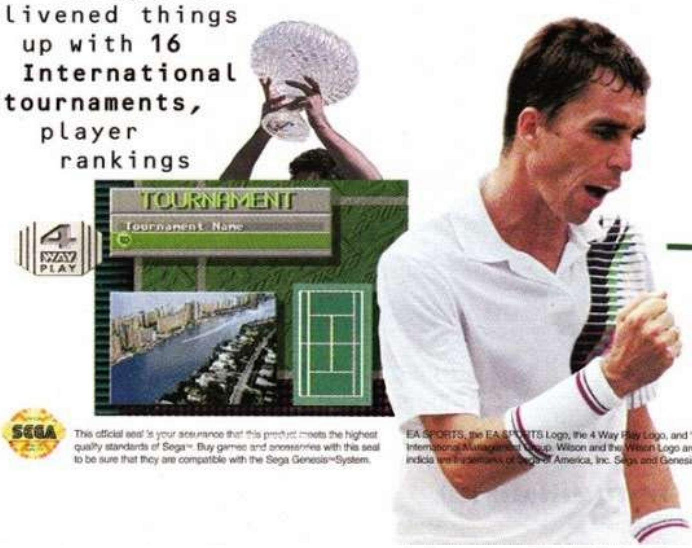
Next on Vic's list is **total control** of your strokes and temper.

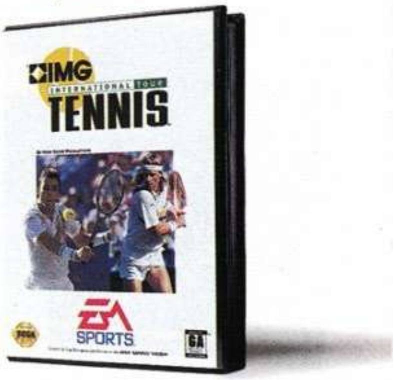
But not too heavy on the temper, after all, close calls are part of the game.

And if pummeling your opponent isn't motivation enough, we livened things up with **16 International tournaments,** player rankings

and **tons** of prize money.

Hey, it's the real thing and it's all in here.





EA SPORTS
It's in the game.™

This official seal is your assurance that this product meets the highest quality standards of Sega.™ Buy games and accessories with this seal to be sure that they are compatible with the Sega Genesis™ System.

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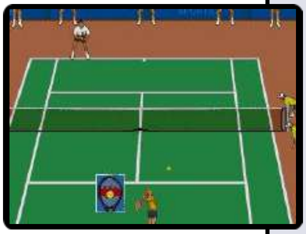
® IMG

6.1

IMG
INTERNATIONAL
TOUR TENNIS
© 1994 Electronic Arts
Licensed by
Sega Enterprises, Ltd.



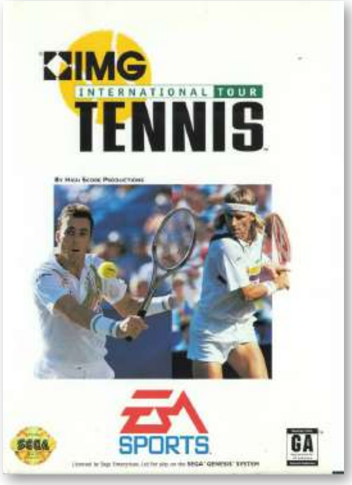
N P B

IMG International Tour Tennis

Developer High Score Productions
Publisher Electronic Arts
Release date (us) May 21, 1994
(eu) June, 1994
Genre Sports
Mode 1-4 Players

Licensed by the International Management Group, this rare Electronic Arts venture into Tennis features 32 professional players (all male and licensed by the IMG) including Bjorn Borg, Marcelo Rios, Patrick Rafter and Yevgeni Kafelnikov in 15 tournaments with different surfaces. Game modes include exhibition, tour and tournament for both singles and doubles.

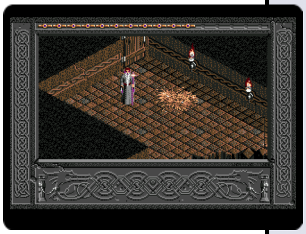
"mobygames.com"


IMG
INTERNATIONAL TOUR
TENNIS
EA SPORTS
SEGA
GA

Rarity US: 2
Rarity EU: 5

6.4

Will Harvey presents
The
IMMORTAL
© 1991 WILL HARVEY © ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD.



J N P B

The Immortal

Developer Sandcastle Productions
Publisher Electronic Arts, (jp) Electronic Arts Victor
Release date (us) August 9, 1993
(eu) 1993
Genre Role-playing
Mode 1 Player

The Immortal, known as Wizard of the Immortal in Japan, is an isometric adventure game originally created for the Apple IIGS. The main plot revolves around a wizard attempting to find his mentor in a large and dangerous labyrinth.

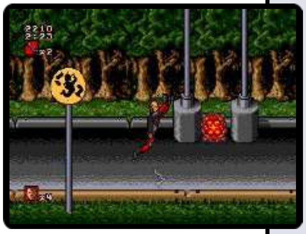
The game is known for its high degree of graphic violence along with its punishing difficulty.

ELECTRONIC ARTS
WILL HARVEY PRESENTS
THE
Immortal
GENESIS

Rarity US: 2
Rarity EU: 3

5.2

THE INCREDIBLE
CRASH
DUMMIES
PRESS START

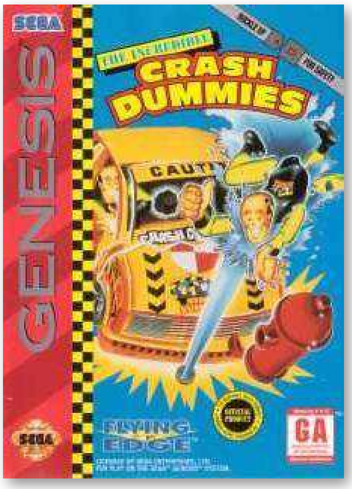


N P

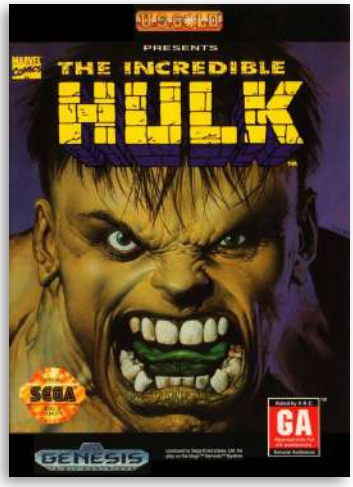
The Incredible Crash Dummies

Developer Gray Matter Inc.
Publisher Flying Edge
Release date (us) 1994
(eu) 1994
Genre Platformer
Mode 1 Player

The Incredible Crash Dummies is an action game based on the line of action figures of the same name. Players start as a crash test dummy, trying to progress through levels filled with hazards such as cars and fireballs, within the time limits. Contact with each of these loses a limb, and once the crash dummie have none left, contact means game over.


SEGA
GENESIS
THE INCREDIBLE
CRASH
DUMMIES
FLYING EDGE
GA

Rarity US: 3
Rarity EU: 3


U.S. GOLD
PRESENTS
THE INCREDIBLE
HULK
SEGA
GA
GENESIS

Rarity US: 2
Rarity EU: 5

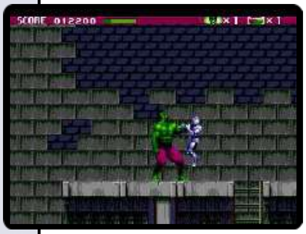
The Incredible Hulk

Developer	Probe Software
Publisher	U.S. Gold
Release date	(us) 1994 (eu) June, 1994
Genre	Action-platformer
Mode	1 Player

The player controls the Incredible Hulk while searching for the Leader. Five levels await ranging from city skyscrapers to alien landscapes. The Marvel Comics villains featured as the five levels' respective bosses are The Abomination (who appears as a sub-boss in every level), Rhino, Absorbing Man, Tyrannus, and the Leader.

5.7

THE INCREDIBLE
HULK
TM
START
OPTIONS


SCORE 012200

Ⓝ Ⓟ Ⓑ

U.S. GOLD
PRESENTS
INDIANA JONES
and the
LAST CRUSADE
SEGA
GENESIS

Rarity US: 3
Rarity EU: 3

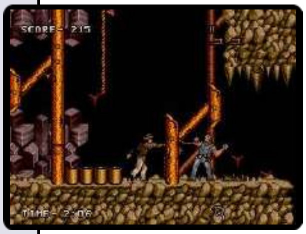
Indiana Jones and the Last Crusade

Developer	Tiertex
Publisher	U.S. Gold
Release date	(us) 1992 (eu) December, 1992
Genre	Action-platformer
Mode	1 Player

Indiana Jones and the Last Crusade: The Action Game was first released in 1989 by Lucasfilm Games, based on the film of the same name. As in the movie, the player's quest is to find the Holy Grail. En route, the player must find the Cross of Coronado, the Knight of the First Crusade's Shield and your fathers Grail Diary.

5.2

INDIANA JONES
and the
LAST CRUSADE
REPROGRAMMED GAME © 1992 U.S. GOLD
LICENSED BY SEGA ENTERPRISES
GAME DESIGN AND PROGRAM
TIERTEX LTD.


SCORE 215
TIME 2:06

Ⓝ Ⓟ Ⓑ

SAGES' CREATION
Insector X
SEGA
GENESIS
OFFICIAL SEGA GENESIS SEAL OF QUALITY
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 3

Insector X

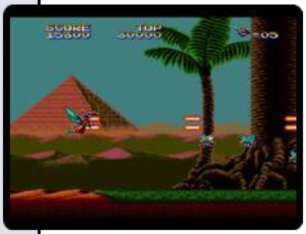
Developer	Taito, Hot B
Publisher	Sage's Creation, (jp) Hot B
Release date	(us) 1990
Genre	Shooter
Mode	1 Player

Insector X is a side-scrolling shooter first released as a 1989 arcade game by Taito. The Genesis version has a number of differences: "realistic" sprite work (compared to the "cute" style of the original), brand new music, a reworking of the secondary weapon system and the removal of the autofire powerup, and new stage sections, among other things.

The original arcade version was later released on a sixth-generation console game, Taito Legends 2.

6.3

Insector X
TM
PRESS START BUTTON
SAGES' CREATION
©1990 SAGE'S CREATION
LICENSED BY TAITO CORP.
LICENSED BY
SEGA ENTERPRISES LTD.

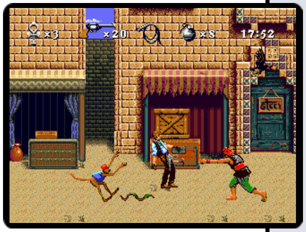

SCORE 15500
TOP 50000

Ⓙ Ⓝ Ⓑ

4.9

Instruments of Chaos starring Young Indiana Jones

Instruments of Chaos
PRESS START
Start!
Options
Starring...
Young Indiana Jones
© 1994 SEGA ©™ & © 1994 Lucasfilm, Ltd.
All rights reserved. Used under authorization.



N P B

Developer	Brian A. Rice, Inc., Waterman Design
Publisher	Sega
Release date	(us) 1994
	(eu) 1994
Genre	Action-platformer
Mode	1 Player

The mission takes young Indy to India, Tibet, Egypt, and England before come finally arriving in Germany. In 2d side-scrolling levels Indy uses his whip, revolver, grenades, and ability to walk/jumpto progress through the levels with small puzzle elements. Enemies can be attacked or avoided and actions can be performed in eight directions.

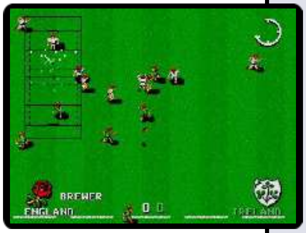
GENESIS
INSTRUMENTS of CHAOS
...starring YOUNG INDIANA JONES
SEGA
GA

Rarity US: 3

6.4

International Rugby

INTERNATIONAL
RUGBY
A TIERTEX Ltd production
licenced by SEGA Enterprises Ltd
© 1993 DOMARK Group Ltd

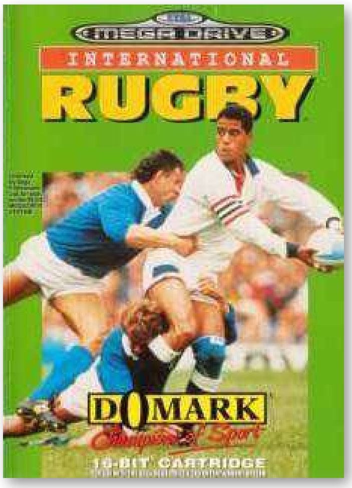

BREWER
ENGLAND
0 0
IRELAND

Sc P

Developer	Tiertex
Publisher	Domark
Release date	(eu) 1993
Genre	Sports
Mode	1-2 Players

International Rugby is a rugby game played from a top-down perspective. The game consists of tournament matches played as part of the world cup with countries such as England, USA, Argentina, France, Wales, Scotland, Fiji etc. In the options the type of tournament can be determined, along with the amount of wind and match length. Multiplayer is supported for two players.

"mobygames.com"

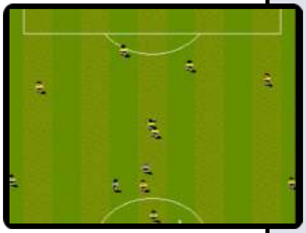

MEGA DRIVE
INTERNATIONAL
RUGBY
DOMARK
Champions of Sport
16-BIT CARTRIDGE

Rarity EU: 4

7.7

International Sensible Soccer Limited Edition: World Champions

Sensible
SOCCER
INTERNATIONAL EDITION
NATIONAL TEAMS
CLUB TEAMS
CUSTOM TEAMS
OPTIONS
LICENSED BY SEGA ENTERPRISES, LTD.
UNDER EXCLUSIVE LICENCE TO SONY IMAGESOFT, INC
FROM RENEGADE SOFTWARE

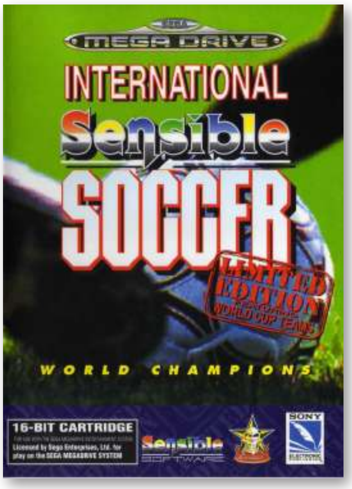


P

Developer	Sensible Software
Publisher	Sony Imagesoft
Release date	(eu) 1993
Genre	Sports
Mode	1-2 Players

Released alongside the 1994 World Cup, this was the first version of Sensible Soccer to feature teams from outside Europe. The World Cup tournament is featured in full, and players can adjust which 24 teams this features, a particularly crucial feature for English and French fans, as their nations failed to qualify.

"mobygames.com"


MEGA DRIVE
INTERNATIONAL
Sensible
SOCCER
LIMITED EDITION
WORLD CUP TEAMS
WORLD CHAMPIONS
16-BIT CARTRIDGE
Sensible SOFTWARE
SONY

Rarity EU: 6

MEGA DRIVE
KONAMI
INTERNATIONAL SUPERSTAR SOCCER
DELUXE
KONAMI
SEGA

Rarity EU: 4

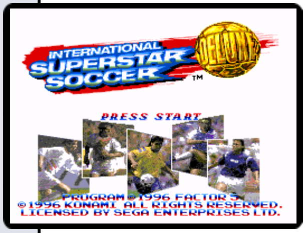
International Superstar Soccer Deluxe

Developer	Factor 5
Publisher	Konami
Release date	(eu) 1996
Genre	Sports
Mode	1-8 Players

International Superstar Soccer Deluxe is a sequel to International Superstar Soccer, a SNES game originally released in late 1994, and the second in the long-running Pro Evolution Soccer series by Konami.

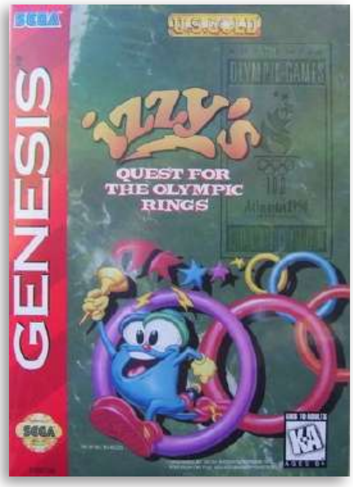
The Mega Drive and SNES form of ISS Deluxe is notorious in South America for being redistributed as localised ROM hacks, replacing the teams and players.

8.0


INTERNATIONAL SUPERSTAR SOCCER
DELUXE
PRESS START
PROGRAM ©1996 FACTOR 5
©1996 KONAMI ALL RIGHTS RESERVED.
LICENSED BY SEGA ENTERPRISES LTD.

0-0
04:21
Yasar
R.Banks

Ⓟ Ⓑ


SEGA
GENESIS
U.S. GOLD
Izzy's
QUEST FOR THE OLYMPIC RINGS

Rarity US: 2
Rarity EU: 6

Izzy's Quest for the Olympic Rings

Developer	Alexandria, Inc.
Publisher	U.S. Gold
Release date	(us) 1995
	(eu) 1995
Genre	Platformer
Mode	1 Player

Izzy's Quest for the Olympic Rings is a platform game featuring Izzy, the mascot of the 1996 Summer Olympics, hosted in Atlanta, Georgia, USA. Izzy has to collect the five olympic rings, which have been captured by various enemies across the world.

"segaretro.org"

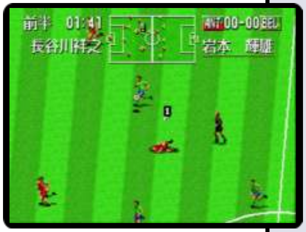
5.7

IZZY'S QUEST
for the
OLYMPIC RINGS
START
OPTIONS
100
Atlanta 1996

Ⓝ Ⓟ

8.0

J.LEAGUE
PRO STRIKER
'93
PUSH START BUTTON
©1993 SEGA



J

J.League Pro Striker

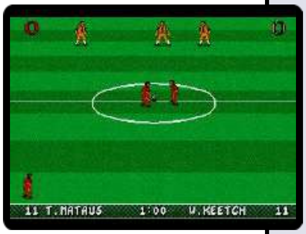
Developer	Sega
Publisher	Sega
Release date	(jp) June 18, 1993
Genre	Sports
Mode	1-4 Players

Pro Striker is the first title in Sega's early-'90s soccer franchise. It is an arcade-style soccer game similar in play to Sega's earlier World Championship Soccer. The game is viewed from a birds-eye perspective with a full field minimap on the side of the screen. The player can also make substitutions and choose from six different formations. It features an official J.Leauge license, including all ten teams and all players from the 1993 season.

J.LEAGUE
J. LEAGUE OFFICIAL TV GAME
プロストライカー
PRO STRIKER
REAL SPORTS SOCCER GAME
Mega Drive Cartridge メガドライブ専用
SEGA

7.7

J.LEAGUE
PRO·STRIKER
2
©1994 SEGA
PRESS START BUTTON


11 T.MATAUS 1:00 V.KEETCH 11

J

J.League Pro Striker 2

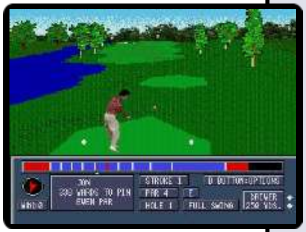
Developer	Sega
Publisher	Sega
Release date	(jp) July 15, 1994
Genre	Sports
Mode	1-4 Players

Pro Striker 2 is a very similar soccer game to the previous year's model. The updates are largely cosmetic, with the game retaining the same top-down view and field minimap. The full 1994 J.League team and player roster is included. The exhibition, playoff, and league modes are back from the first game, as well as the all-star mode that was added in its update. Up to four players can play simultaneously, and the menu system has also been greatly streamlined.

PRO STRIKER 2
REAL SPORTS SOCCER GAME
Mega Drive Cartridge
メガドライブ専用
J.LEAGUE OFFICIAL TV GAME
プロストライカー2
12TEAMs
SEGA

6.8

JACK NICKLAUS'
POWER CHALLENGE
GOLF



N P

Jack Nicklaus' Power Challenge Golf

Developer	Microsmiths
Publisher	Accolade
Release date	(us) 1993 (eu) 1993
Genre	Sports
Mode	1-4 Players

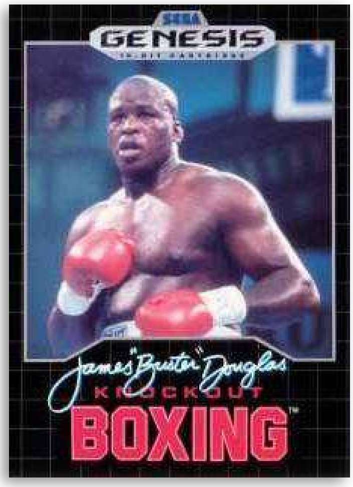
This game was released right in the middle of the lawsuit between Sega and Accolade. As such, initial US copies of the game were distributed without a license from Sega. After the lawsuit was dropped, US packaging would include a Sega Seal of Quality, but in the form of an added sticker. EU versions, released slightly later, would be distributed in redesigned packaging.

JACK NICKLAUS'
POWER CHALLENGE
GOLF
ACCOLADE

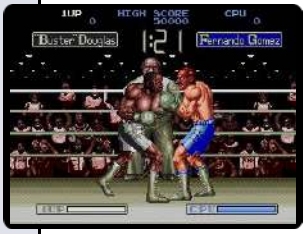
Rarity US: 2
Rarity EU: 4

James “Buster” Douglas Knock Out Boxing

4.2


SEGA
GENESIS
James "Buster" Douglas
KNOCKOUT
BOXING

James "Buster" Douglas
KNOCK OUT BOXING™
© SEGA 1990 LICENSED BY TAITO CORP.


1UP
HIGH SCORE
CPU
Buster Douglas
Fernando Gomez

Developer	Taito, Toaplan
Publisher	Sega, (jp) Taito
Release date	(us) June 1, 1990 (eu) 1991
Genre	Sports
Mode	1-2 Players

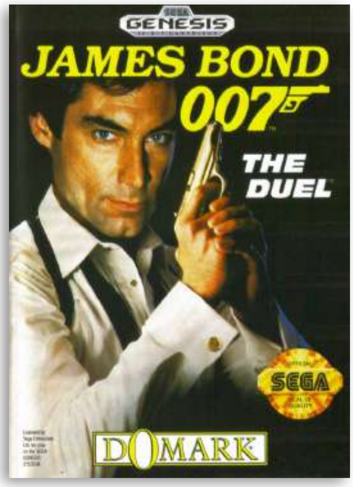
The game is a port of the 1988 arcade game, Final Blow. The Genesis version was one of the key games used to market the Genesis console as part of the Genesis Does Campaign, particularly since Nintendo used Mike Tyson for its Mike Tyson’s Punch-Out!! video game, whom Douglas had challenged and defeated that year.

Rarity US: 1
Rarity EU: 3

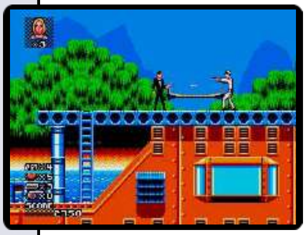
J N P

James Bond 007: The Duel

5.4


GENESIS
JAMES BOND
007
THE DUEL
SEGA
DOMARK

JAMES BOND
THE DUEL



Developer	Domark
Publisher	Domark, (jp) Tengen
Release date	(us) 1993 (eu) 1992
Genre	Action-platformer
Mode	1 Player

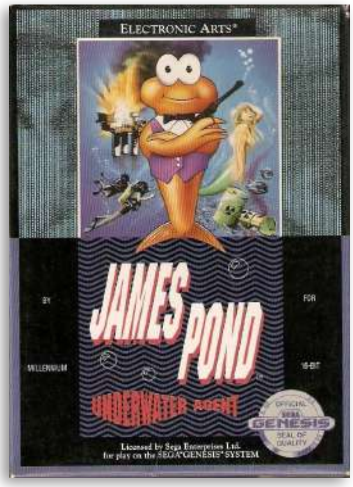
Armed with a pistol, the player controls James Bond through various side-scrolling enemy bases to rescue female hostages and arm a bomb placed at a strategic point to destroy the base. Along the way, Bond must battle numerous thugs and familiar bosses. The game is often compared to Namco’s Rolling Thunder series, although it was much less popular with the critics.

Rarity US: 4
Rarity EU: 3

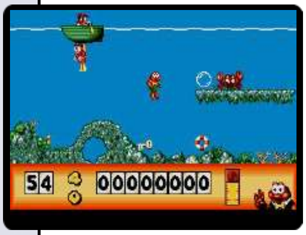
J N P B

James Pond: Underwater Agent

5.5


ELECTRONIC ARTS
JAMES POND
UNDERWATER AGENT
GENESIS
Licensed by Sega Enterprises Ltd.
for play on the SEGA GENESIS SYSTEM

JAMES POND
UNDERWATER AGENT
FROM VECTORDEAN LTD
PROGRAM BY STEVE BAK AND CHRIS SORRELL
GRAPHICS BY CHRIS SORRELL


54
00000000

Developer	Millennium Interactive, Vectordean
Publisher	Electronic Arts
Release date	(us) 1991 (eu) 1991
Genre	Platformer
Mode	1 Player

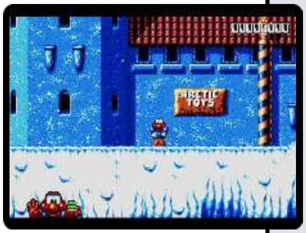
In the first game in the series, James Pond has to solve puzzles to defeat the enemy. The gameplay revolves around finding objects to perform specific tasks, such as keys to rescue captured lobsters, or sponges to bung up the holes in leaking oil tankers. James must also fire bubbles at his enemies to trap them, before popping them to finish them off.

Rarity US: 3
Rarity EU: 3

N P B

6.4

JAMES POND II
CODENAME ROBOCOD
© MILLENNIUM 1991
LICENSED BY SEGA ENTERPRISES LTD.

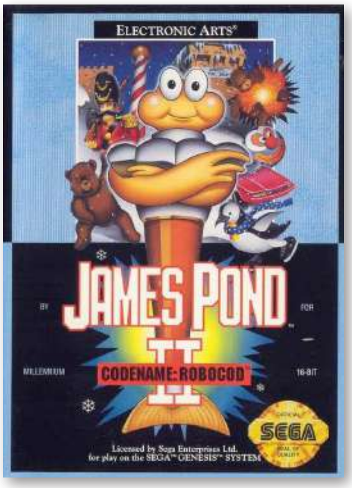

ARCTIC TOYS

J N P B

James Pond II: Codename: RoboCod

Developer	Millennium Interactive
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) 1991
	(eu) 1991
Genre	Platformer
Mode	1 Player

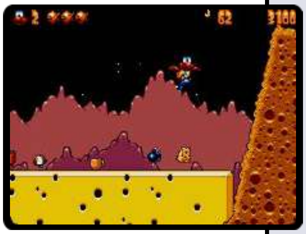
The game takes place immediately after its predecessor, James Pond. Although Acme Oil Co. has been destroyed by James Pond, Pond's arch enemy Dr. Maybe survived and has retreated to the North Pole where he has taken over Santa's workshop. To stop him, Pond is given a robotic suit that gives him superhuman strength and agility, as well as enabling him to stretch.


ELECTRONIC ARTS
JAMES POND
II
CODENAME: ROBOCOD
SEGA

Rarity US: 2
Rarity EU: 2

6.2

JAMES POND 3
STARFISH
CHAPTER III-
A NEW HOPE...

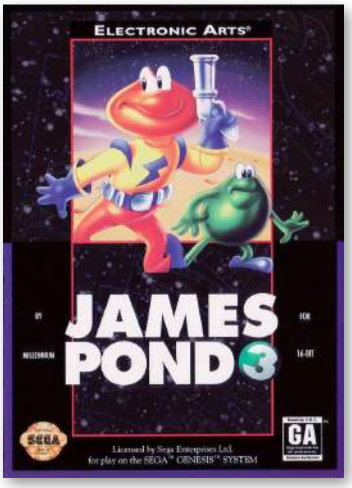


N P B

James Pond 3: Operation Starfish

Developer	Millennium Interactive, Vectordean
Publisher	Electronic Arts
Release date	(us) 1993
	(eu) 1993
Genre	Platformer
Mode	1 Player

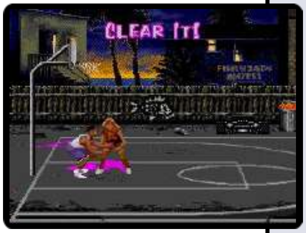
The gameplay in Operation Starfish is similar to the SNES game Super Mario World. The map of the Moon consists of levels connected with pathways. A unique twist to the standard "Super Mario"-style gameplay is that Pond's magno-boots allow him to walk on the Moon's cheesy surface in any orientation, even upside down.


ELECTRONIC ARTS
JAMES POND 3
SEGA
GA

Rarity US: 3
Rarity EU: 3

4.1

PRESS START
JAMMIT
©1994 GTE Vantage Incorporated.
All Rights Reserved.



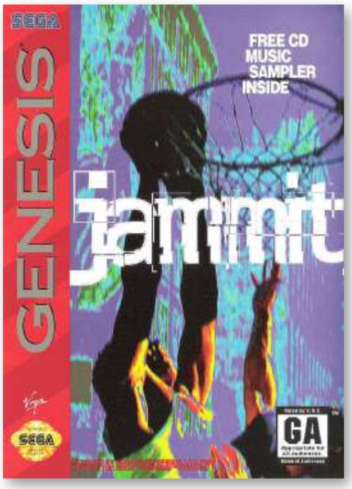
N P

Jammit

Developer	GTE ImagiTrek
Publisher	Virgin Interactive
Release date	(us) 1994
	(eu) 1994
Genre	Sports
Mode	1-2 Players

Jammit is a 1994 street basketball game from GTE Vantage Inc., where one player can enter a street basketball tournament, or two players can square off in a game of one-on-one. The game has three playable characters: Chill, Roxy (Jammit's lone female character) and Slade. The unselected characters serve as opponents.

"gaintbomb.com"


SEGA
GENESIS
FREE CD MUSIC SAMPLER INSIDE
Jammit
SEGA
GA

Rarity US: 1

Mega Drive Cartridge メガドライブ専用
日本プロ麻雀連盟公認
雀皇登龍門
SEGA

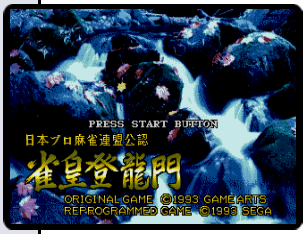
Janou Touryuumon

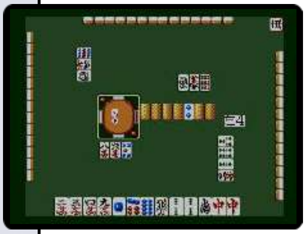
Developer	Game Arts, Mecano Associates
Publisher	Sega
Release date	(jp) November 5, 1993
Genre	Board game
Mode	1 Player

Janō Tōryūmon is a digital conversion of the popular competitive table game mahjong, and is officially licensed by the Japan Professional Mahjong Association. It features the endorsement of, and tips from, several prominent professional mahjong players, including JPMA founders Takeo Kojima and Yūkō Itō. There are a variety of practice, tournament, and skills test modes, all of which are played against the computer.

"mobygames.com"

6.7


PRESS START BUTTON
日本プロ麻雀連盟公認
雀皇登龍門
ORIGINAL GAME ©1993 GAME ARTS
REPROGRAMMED GAME ©1993 SEGA



J

Mega Drive Cartridge メガドライブ専用
雀偵物語
1人用アドベンチャーゲーム
RENO

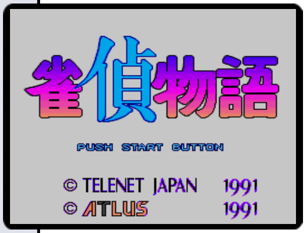
Jantei Monogatari

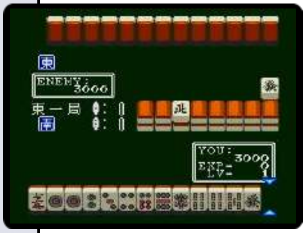
Developer	Atlus, Reno
Publisher	Telenet Japan
Release date	(jp) March 29, 1991
Genre	Board game, Adventure
Mode	1 Player

Jantei Monogatari is a hybrid of a traditional-style Japanese adventure game and a regular mahjong game. The player takes the role of the unnamed private investigator, and moves from place to place via menus, talking to different characters. The investigation happens through playing mahjong with each suspect: win and they'll tell him a bit more of what they know.

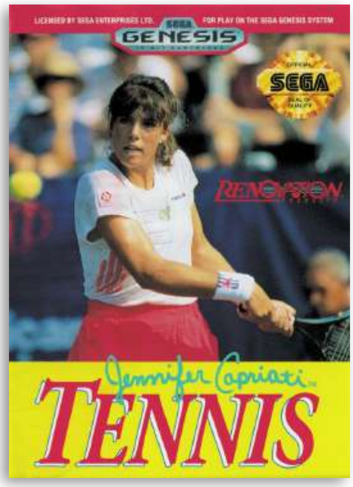
"mobygames.com"

6.2


雀偵物語
PUSH START BUTTON
© TELENET JAPAN 1991
© ATLUS 1991


ENEMY 3000
YOU: 3000

J


GENESIS
SEGA
RENOVATION
Jennifer Capriati
TENNIS

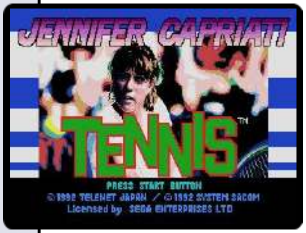
Rarity US: 3
Rarity EU: 2

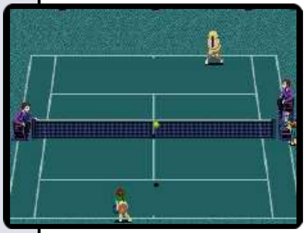
Jennifer Capriati Tennis

Developer	System Sacom
Publisher	Renovation Products, (eu) Sega, (jp) Telenet Japan
Release date	(us) August 16, 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

The North-American release is named after Jennifer Capriati, one of the world's top-ranked female tennis players at the WTA Tour during the time of the game's release. Players can create their own player by choosing their race, gender, and tennis wear color. There can be doubles and singles matches, in addition to numerous amounts of tournaments. Tournaments take place in various locations around the world.

6.5


JENNIFER CAPRIATI
TENNIS
PRESS START BUTTON
©1992 TELENET JAPAN / ©1992 SYSTEM SACOM
Licensed by SEGA ENTERPRISES LTD



J N P

5.3

YOU ARE CORRECT
JON
ALESIA
CURT

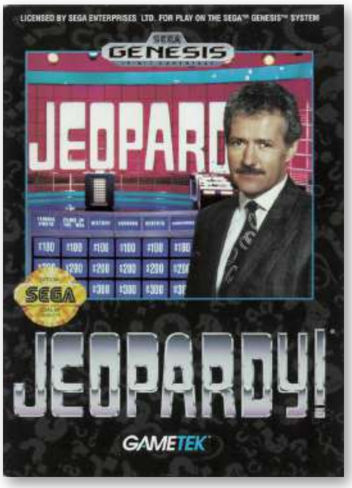
N

Jeopardy!

Developer	Park Place Productions
Publisher	GameTek
Release date	(us) December, 1992
Genre	Game show
Mode	1-3 Players

Jeopardy! is a game based on the television quiz show and feature the show's music and the voice of host Alex Trebek. Multiplayer or vs. the Computer games are available, and the game progresses through two rounds. Categories are made available to the players and the questions are in the form of brief descriptions. Answers are limited to extremely short phrases. The harder the question, the better the cash reward.

"mobygames.com"


LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM
SEGA GENESIS
JEOPARDY!
GAMETEK

Rarity US: 3

5.5

FAMOUS QUOTES
$100
$200
$300
$400
$500

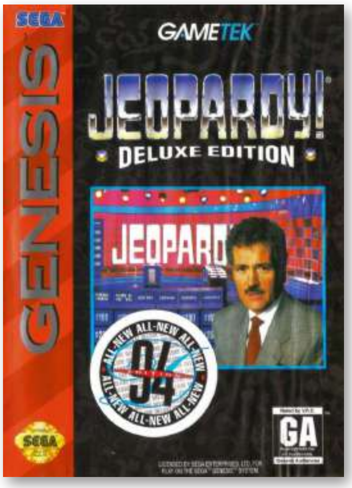
N

Jeopardy! Deluxe Edition

Developer	Park Place Productions
Publisher	GameTek
Release date	(us) June 21, 1993
Genre	Game show
Mode	1-3 Players

Jeopardy! Deluxe Edition is an updated version of it's Jeopardy! predecessor which features over 3,500 different new questions along with the standard features of Jeopardy such as Daily Doubles, a digitized likeness of the host, Alex Trebek and even the theme music.

Like it's previous version, the player uses the buttons to buzz in and using the d-pad to highlight letters and spelling out their answers. The player can also play against two friends or play against the computer A.I.


SEGA
GENESIS
GAMETEK
JEOPARDY!
DELUXE EDITION
ALL-NEW 94
GA

Rarity US: 3

5.3

JON
JEFF
TROY

N

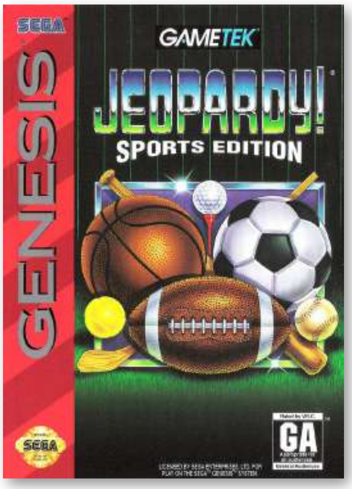
Jeopardy! Sports Edition

Developer	Park Place Productions
Publisher	GameTek
Release date	(us) May, 1993
Genre	Game show
Mode	1-3 Players

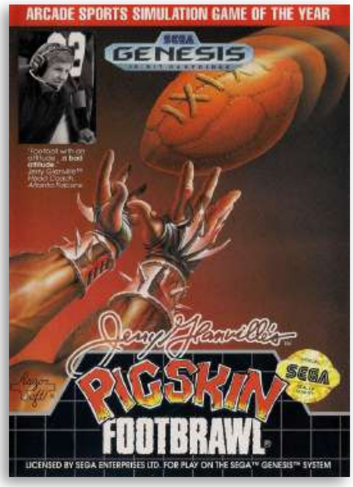
This version of Jeopardy! focuses more on sports related themes with 700 different categories and 3,500 questions to answer related to sports such as baseball, football, hockey, etc., along with many other sub-categories such as players, sports equipment and the like.

The rules are still the same as the others, there are three rounds where the player buzzes in to answer and spells out the answers using the D-pad.

"mobygames.com"


SEGA
GENESIS
GAMETEK
JEOPARDY!
SPORTS EDITION
GA

Rarity US: 2


ARCADE SPORTS SIMULATION GAME OF THE YEAR
SEGA GENESIS
Jerry Glanville's
PIGSKIN FOOTBRAWL
SEGA
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

Rarity US: 4

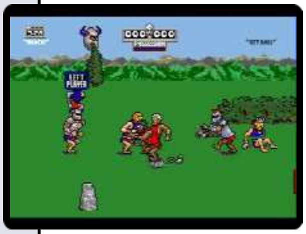
Jerry Glanville's Pigskin Footbrawl

Developer	Midway Games, Developer Resources
Publisher	RazorSoft
Release date	(us) September, 1992
Genre	Sports
Mode	1-2 Players

Pigskin Footbrawl is a port of the 1990 arcade game, Pigskin 621 A.D., by Bally Midway. In the game, the player controls one member of a five-man team, with the object of carrying a football over the opposing team's goal line. The playing area is littered with hazards such as pits, bushes and logs. A ball carrier who trips over any of these, or is punched by an opponent, fumbles the ball.

6.6

Jerry Glanville's™
PIGSKIN™
FOOTBRAWL



N

SEGA GENESIS
JEWEL MASTER
SEGA

Rarity US: 3
Rarity EU: 4

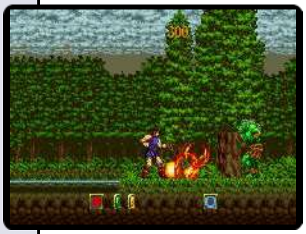
Jewel Master

Developer	Sega, Cube
Publisher	Sega
Release date	(us) August 29, 1991 (eu) 1991
Genre	Action-adventure
Mode	1 Player

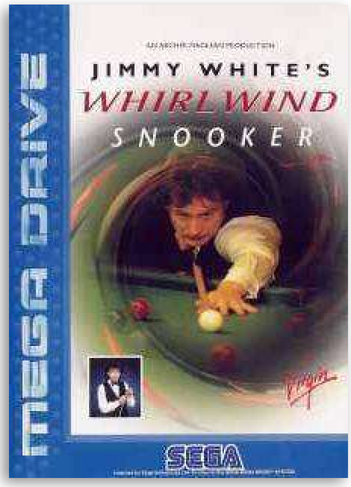
Jewel Master, a side-scrolling action-adventure, take place in the country of Mythgard, where the protagonist, The Jewel Master must traverse the harsh lands ranging from scorching deserts to rugged mountains and through long forgotten ruins to collect the 12 elemental rings and save Mythgard from the clutches of the Demon King, Jardine the Mad.

6.6

JEWEL MASTER



J N P


JIMMY WHITE'S
WHIRLWIND
SNOOKER
MEGA DRIVE
Virgin
SEGA

Rarity EU: 3

Jimmy White's 'Whirlwind' Snooker

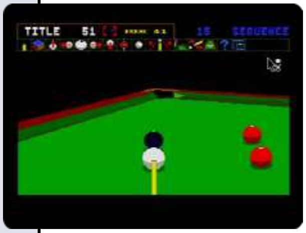
Developer	Archer MacLean
Publisher	Virgin Interactive
Release date	(eu) 1994
Genre	Sports
Mode	1-2 Players

Jimmy White's 'Whirlwind' Snooker is a computer game by veteran programmer Archer MacLean, first released by Virgin Games in 1991 on several different computer systems. The game took MacLean several years to complete; the billiard ball physics alone taking several months of programming.

The game was followed by Archer MacLean's Pool.

6.9

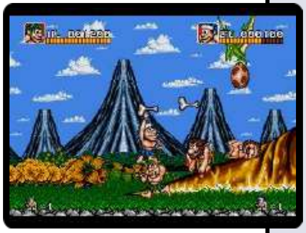
Jimmy White's
WHIRLWIND SNOOKER
Virgin
Virgin


TITLE
SEQUENCE

P

6.4

JOE & MAC
© 1991 DATA EAST CORPORATION



N B

Joe & Mac

Developer	Data East, Eden Entertainment, Krisalis Software
Publisher	Takara
Release date	(us) 1993
Genre	Platformer
Mode	1-2 Players

The game stars the green-haired Joe and the blue-haired Mac, cavemen who battle through numerous prehistoric levels using weapons such as boomerangs, bones, fire, flints, electricity, stone wheels, and clubs. The objective of the game is to rescue a group of women who were kidnapped by a rival tribe of cavemen.

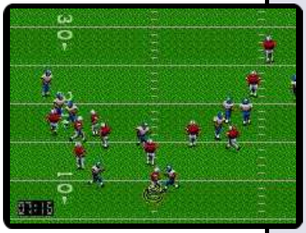
Brett Alan Weiss of AllGame praised the game's graphics and sound effects, and wrote, "This game features some of the best music ever on a 16-bit system."

SEGA
TAKARA
GENESIS
JOE & MAC
GA

Rarity US: 3

6.6

JOE MONTANA FOOTBALL
©1990 SEGA OF AMERICA, INC.
SEGA



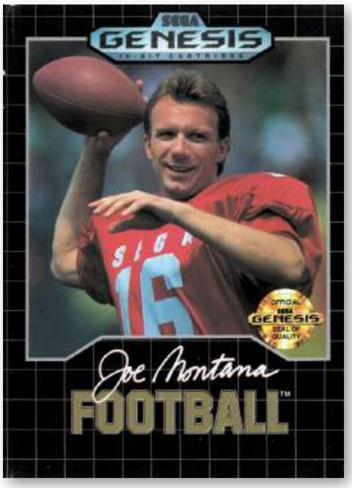
J N P

Joe Montana Football

Developer	Park Place Productions, Electronic Arts
Publisher	Sega
Release date	(us) 1990 (eu) 1991
Genre	Sports
Mode	1-2 Players

Joe Montana Football is an American football game featuring Joe Montana. Since Sega did not secure the rights from the NFL, teams are generically named for US cities and the only non-fictional player in the game is Montana himself.

The gameplay follows a slightly simplified version of standard American Football rules. These simplified rules are similar in other Football games.


SEGA GENESIS
Joe Montana
FOOTBALL

Rarity US: 1
Rarity EU: 2

6.0

FIRST EVER
LIVE
PLAY BY PLAY
Joe Montana II
SPORTS TALK
FOOTBALL
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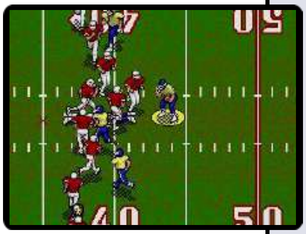
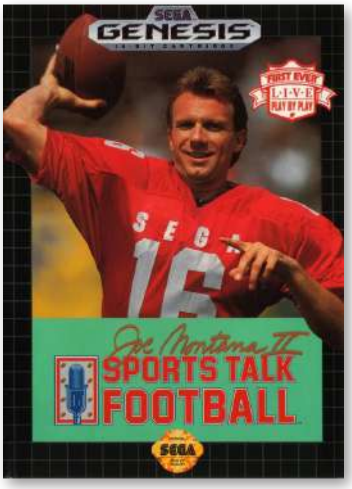


J N P B

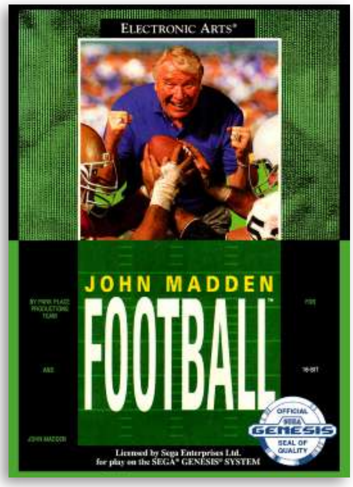
Joe Montana II: Sports Talk Football

Developer	BlueSky Software, Western Technologies
Publisher	Sega
Release date	(us) November, 1991 (eu) December, 1991
Genre	Sports
Mode	1-2 Players

As indicated by the title, the game's main innovation is play-by-play commentary speech unique to what is happening on the field. The action is seen in a horizontal view of the field, which switches to a zoomed-in view once the line of scrimmage is crossed. Two players can play either against each other or cooperatively on the same team.


SEGA GENESIS
FIRST EVER LIVE PLAY BY PLAY
Joe Montana II
SPORTS TALK
FOOTBALL
SEGA

Rarity US: 1
Rarity EU: 2



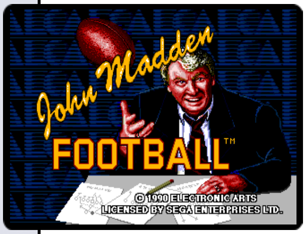
Rarity US: 1
Rarity EU: 1

John Madden Football

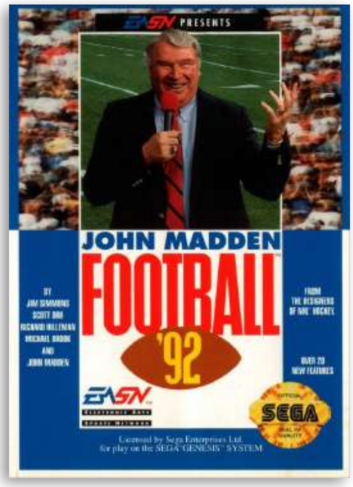
Developer	Park Place Productions
Publisher	Electronic Arts
Release date	(us) 1990 (eu) December, 1990
Genre	Sports
Mode	1-2 Players

EA reverse engineered the Genesis to sell the game without paying the standard $8 to $10 license fee per cartridge to Sega, then proposed a compromise of $2 per cartridge and a $2 million cap on the fee. Sega agreed, afraid that EA would sell its reverse-engineered knowledge to other companies; the agreement saved EA $35 million over the next three years.

6.7


John Madden
FOOTBALL™
© 1990 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD.

N P B



Rarity US: 1
Rarity EU: 1

John Madden Football '92

Developer	Electronic Arts
Publisher	EASN
Release date	(us) 1991 (eu) December, 1991
Genre	Sports
Mode	1-2 Players

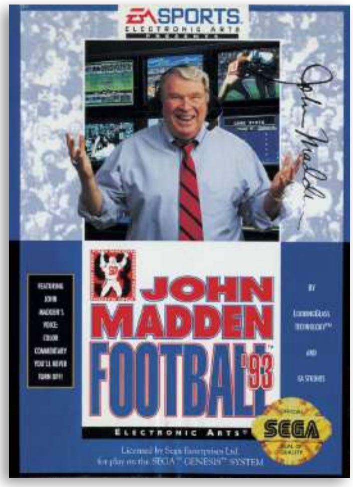
John Madden Football '92 had one of the most popular in-jokes in a Madden game, the ambulance. Whenever a player on the field was injured, it would come speeding onto the field, indiscriminately running over any player that happened to be in its path.

MegaTech gave the game 95% and a Hyper Game Award, saying that "you'll enjoy it, even if you don't care much for the sport".

7.0

JOHN
MADDEN
FOOTBALL™
'92
Licensed by
Sega Enterprises Ltd.
© 1991 Electronic Arts

J N P



Rarity US: 1
Rarity EU: 2

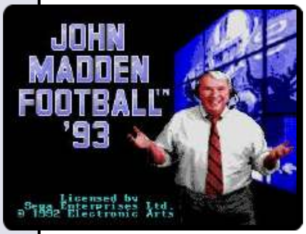
John Madden Football '93

Developer	Looking Glass Technology, EA Studios
Publisher	EA Sports, (eu) EASN, (jp) EA Victor
Release date	(us) 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

John Madden Football '93 was developed for the Sega Genesis by Blue Sky Productions (credited as "Looking Glass Technology"), which was simultaneously working on Ultima Underworld: The Stygian Abyss. The game was not a port, but was rather an original work by the company.

The game was a commercial success, with over one million copies sold.

6.7


JOHN
MADDEN
FOOTBALL™
'93
Licensed by
Sega Enterprises Ltd.
© 1992 Electronic Arts

N P

5.2

Super ONE ON ONE
JORDAN VS BIRD
EASN
ELECTRONIC ARTS SPORTS NETWORK

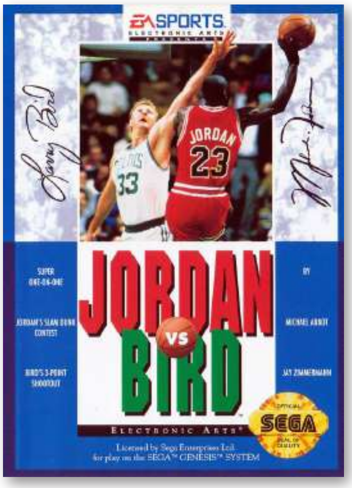
J N P B

Jordan vs. Bird: One on One

Developer	Electronic Arts
Publisher	EASN, (jp) Electronic Arts Victor
Release date	(us) April, 1992 (eu) May, 1992
Genre	Sports
Mode	1-2 Players

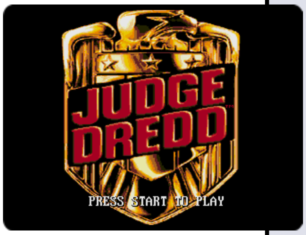
Michael Jordan of the Chicago Bulls and Larry Bird of the Boston Celtics were the only two players in the game, which allowed the player to participate in a one-on-one basketball game. Mini-games included a slam dunk contest (utilizing Jordan) and a three-point contest (utilizing Bird).

Mega placed the game at #7 in their list of the 10 Worst Mega Drive Games of All Time.


EA SPORTS
JORDAN VS BIRD
SEGA

Rarity US: 1
Rarity EU: 3

6.5


JUDGE DREDD
PRESS START TO PLAY

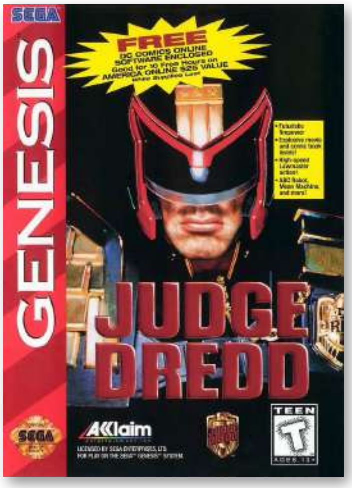
J N P B

Judge Dredd

Developer	Probe Entertainment
Publisher	Acclaim Entertainment
Release date	(us) June, 1995 (eu) April, 1995
Genre	Action-platformer
Mode	1 Player

Judge Dredd is loosely based on the 1995 film Judge Dredd, which was a spin off from the Judge Dredd strip from 2000AD. The game features run and gun gameplay with a variety of weapons. The player is given a choice to either execute criminals or arrest them.

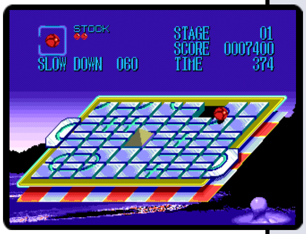
For seven of the game's 12 levels, the backgrounds were created by digitizing sets from the movie; the remaining five levels use backgrounds based on the comic book.


SEGA
GENESIS
FREE
JUDGE DREDD
Acclaim
TEEN

Rarity US: 2
Rarity EU: 3

6.6

JUNCTION
PRESS START BUTTON
© KONAMI 1990 © Micronet co.,ltd. 1990
Licensed by KONAMI


STOCK
SLOW DOWN 060
STAGE 01
SCORE 0007400
TIME 374

J N

Junction

Developer	Konami, Micronet
Publisher	Micronet
Release date	(us) November, 1990
Genre	Puzzle
Mode	1 Player

Junction is a puzzle game by Micronet that saw a western release. Using a variety of sliding puzzles, the player rolls a ball along tracks set on the tiles. Players must align the tracks together and have the ball roll over bridged tracks that have been set on the border of the puzzle in order to complete each level.

Junction is similar in design to Konami's Loco-Motion arcade game from 1982, but with isometric graphics.

GENESIS
16-BIT CARTRIDGE
JUNCTION
Micronet

Rarity US: 5

SEGA
GENESIS
Disney's
The Jungle Book
Virgin
GA

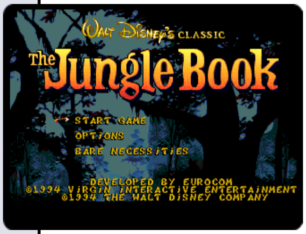
Rarity US: 1
Rarity EU: 2

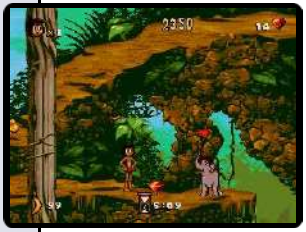
The Jungle Book

Developer	Eurocom
Publisher	Virgin Interactive
Release date	(us) 1994
	(eu) 1994
Genre	Action-platformer
Mode	1 Player

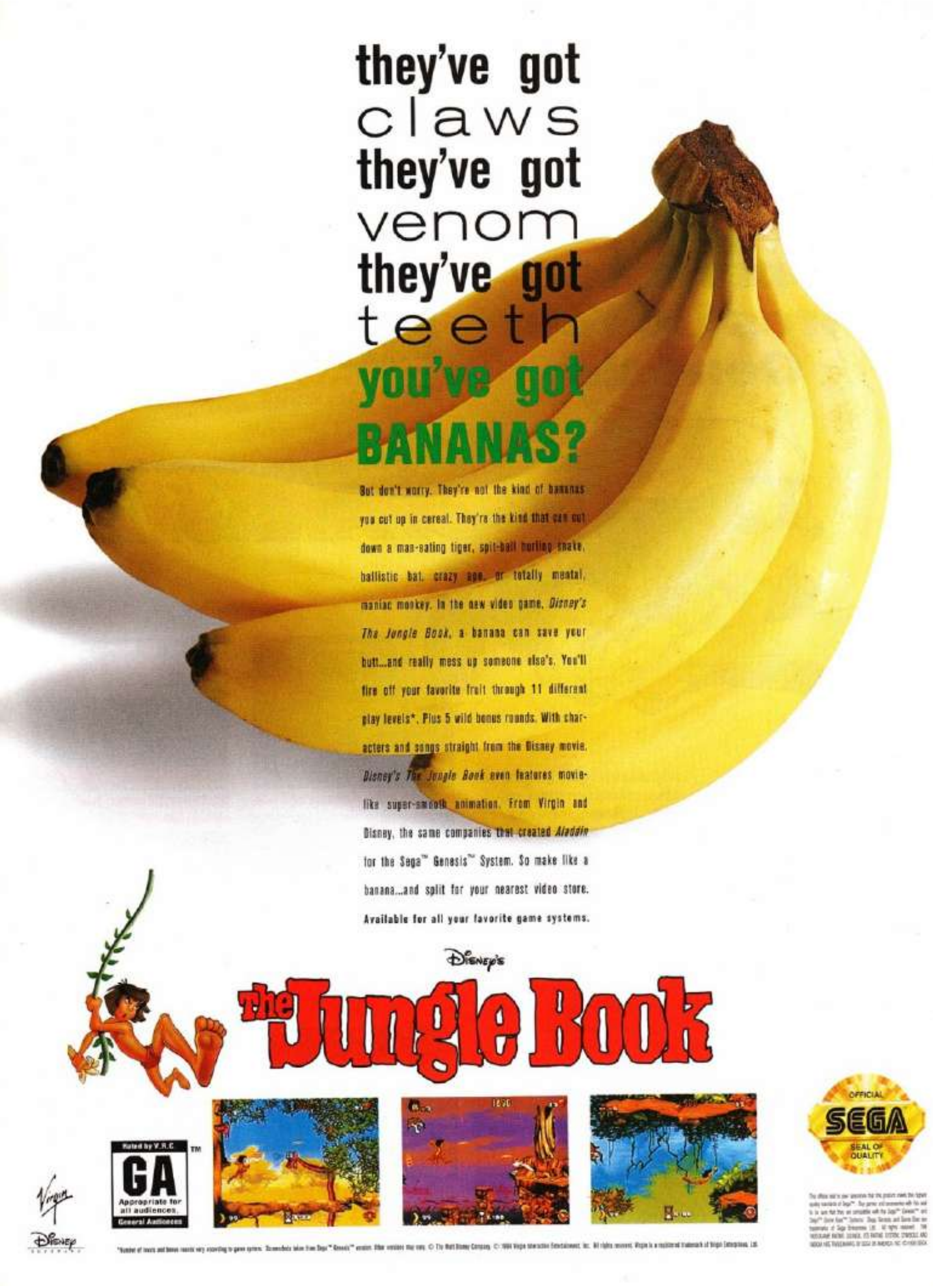
The Jungle Book is a licensed video game based on the Disney film with the same name. It follows the established formula of requiring the player to collect a set amount of items in order to clear a stage, as also seen in Global Gladiators, The Ottifants and Cool Spot. Animations and sprite artwork are of high quality, similar to those seen in Aladdin, although famous programmer David Perry was not part of the development team.

7.3


Walt Disney's Classic
The Jungle Book
START GAME
OPTIONS
BARE NECESSITIES
DEVELOPED BY EUROCOM
©1994 VIRGIN INTERACTIVE ENTERTAINMENT
©1994 THE WALT DISNEY COMPANY



N P B



they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's
The Jungle Book
Virgin
Disney
Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences
OFFICIAL
SEGA
SEAL OF QUALITY

7.6

JUNGLE STRIKE
COPYRIGHT 1993 ELECTRONIC ARTS AND GRANITE BAY SOFTWARE

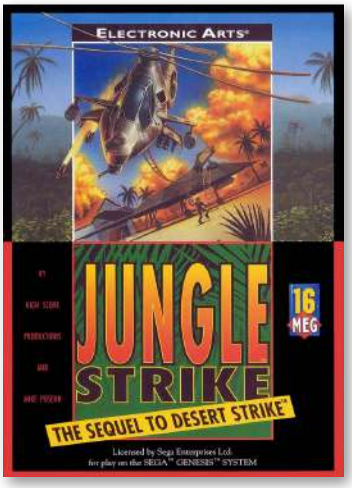
J N P B

Jungle Strike

Developer	High Score Productions
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) December 16, 1993 (eu) July 16, 1993
Genre	Shooter
Mode	1 Player

The game is set some time after Operation Desert Strike. Ibn Kilbaba, son of antagonist Kilbaba S.R, threatens to annihilate America. Jungle Strike retained the core mechanics of its predecessor, with the addition of various vehicles and settings.

The game was followed by three further sequels: Urban Strike, Soviet Strike, and Nuclear Strike.


ELECTRONIC ARTS
JUNGLE STRIKE
16 MEG
THE SEQUEL TO DESERT STRIKE
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 1
Rarity EU: 1

6.6

JURASSIC PARK
© 1993 SEGA
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J N P B

Jurassic Park

Developer	BlueSky Software
Publisher	Sega
Release date	(us) August 26, 1993 (eu) August 28, 1993
Genre	Action-platformer
Mode	1 Player

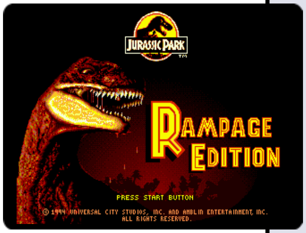
Jurassic Park was released as part of the tie-in merchandise to the movie of the same name from Universal Pictures.

Doug TenNapel, creator of Earthworm Jim, was the lead artist for the development team. The game's animators consulted experts who worked on the film on how the game's dinosaurs should look.

GENESIS
JURASSIC PARK
SEGA
GA

Rarity US: 1
Rarity EU: 2

7.0

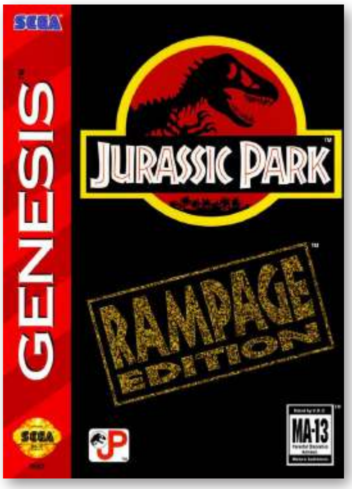

JURASSIC PARK
RAMPAGE EDITION
PRESS START BUTTON

N P B

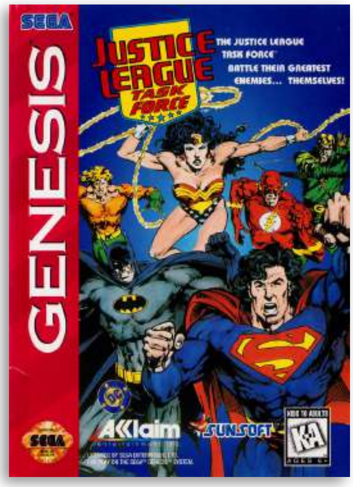
Jurassic Park: Rampage Edition

Developer	BlueSky Software
Publisher	Sega
Release date	(us) 1994 (eu) November, 1994
Genre	Action-platformer
Mode	1 Player

Like its predecessor, Rampage Edition is an action game with a platform setup. The game allows the player to choose between Dr. Grant or the Raptor. As Dr. Grant, the player travels through the island while fighting InGen agents and dinosaurs until Grant can escape by boat. As the Raptor, the player can play all the same levels as Dr. Grant.


SEGA
GENESIS
JURASSIC PARK
RAMPAGE EDITION
MA-13

Rarity US: 3
Rarity EU: 3


SEGA
GENESIS
JUSTICE LEAGUE TASK FORCE
THE JUSTICE LEAGUE TASK FORCE BATTLE THEIR GREATEST ENEMIES... THEMSELVES!
Acclaim
SUNSOFT

Rarity US: 2
Rarity EU: 5

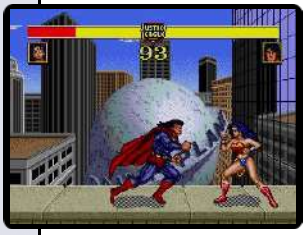
Justice League Task Force

Developer	Condor, Inc., Sunsoft
Publisher	Acclaim Entertainment
Release date	(us) August 24, 1995
	(eu) 1995
Genre	Fighting
Mode	1-2 Players

Justice League Task Force is a fighting game by Condor, Sunsoft, and Acclaim to tie into the Justice League Task Force comic books. The player, as either Superman, Batman, Wonder Woman, Green Arrow, The Flash, or Aquaman, must defeat Darkseid and his henchmen, Despero and Cheetah. But before they can reach Darkseid, the members of the Justice League must battle each other.

5.1

JUSTICE LEAGUE TASK FORCE



J N P B

J.LEAGUE
J. LEAGUE OFFICIAL TV GAME
プロストライカー
完全版
PRO STRIKER
perfect
REAL SPORTS SOCCER GAME
Mega Drive Cartridge メガドライブ専用
SEGA

J. League Pro Striker Perfect

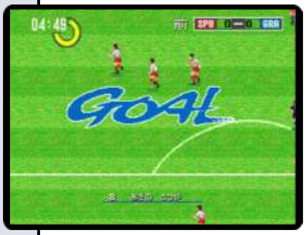
Developer	Sega
Publisher	Sega
Release date	(jp) Dececmber 17, 1993
Genre	Sports
Mode	1-4 Players

Pro Striker Perfect is an updated version of the original Pro Striker that features updated player statistics and the addition of the 1993 East and West All-Star teams. It is otherwise identical to the original release.

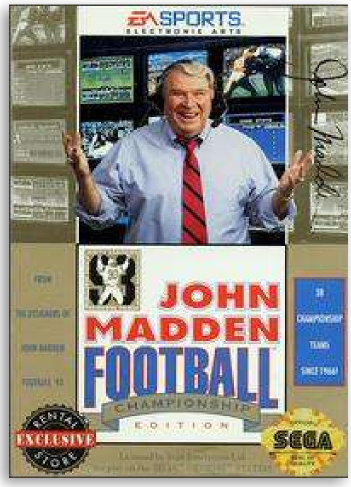
It was sold by bundled Sega Tap.

6.5

J.LEAGUE
PRO·STRIKER
完全版
©1993 SEGA
PUSH START BUTTON



J


EA SPORTS
ELECTRONIC ARTS
JOHN MADDEN FOOTBALL
CHAMPIONSHIP EDITION
RENTAL EXCLUSIVE
SEGA

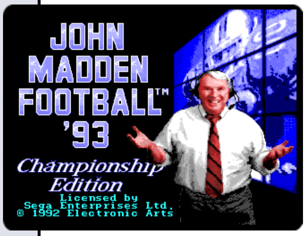
John Madden Football: Championship Edition

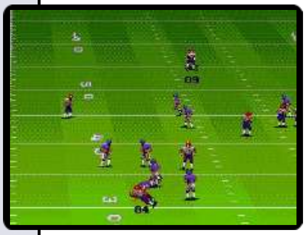
Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) 1992
Genre	Sports
Mode	1-2 Players

John Madden Football: Championship Edition, named John Madden Football ‘93: Championship Edition on the game’s title screen, is an update to John Madden Football ‘93 released by Electronic Arts on the Sega Mega Drive exclusively in the US in 1992. Unlike other games in the series, this one was not available to buy - it was a “rental exclusive”.

“segaretro.org”

7.3

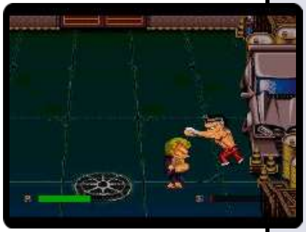

JOHN MADDEN FOOTBALL '93
Championship Edition
Licensed by Sega Enterprises Ltd.
© 1992 Electronic Arts



N

4.6

KA·GE·KI
SAGE'S CREATION

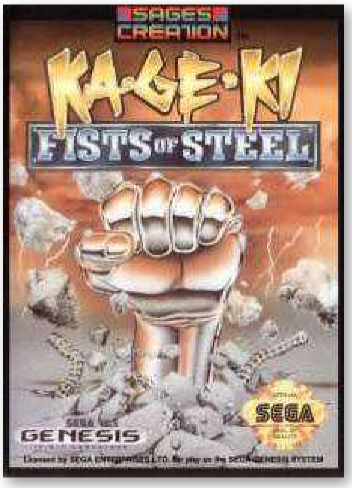


J N

Ka-Ge-Ki: Fists of Steel

Developer	Kaneko, Hot B
Publisher	Sage's Creation, (jp) Hot B
Release date	(us) June, 1991
Genre	Action
Mode	1 Player

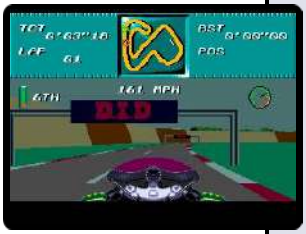
Ka-Ge-Ki is a 1991 action game for the Mega Drive, ported from an 1988 arcade game and arranged in certain aspects. The player character is Ken, a boxer who's girlfriend was captured by a gang of criminals and taken to the ninth floor of their hideout. Ken must defeat every enemy to rescue his girlfriend. The player fights through 9 stages, represented as floors of a building. In each stage, the goal is to defeat a certain number of enemies that attack the player one at a time.


SAGE'S CREATION
KA-GE-KI
FISTS OF STEEL
SEGA
GENESIS

Rarity US: 5

6.1

Kawasaki
SUPERBIKE
CHALLENGE™

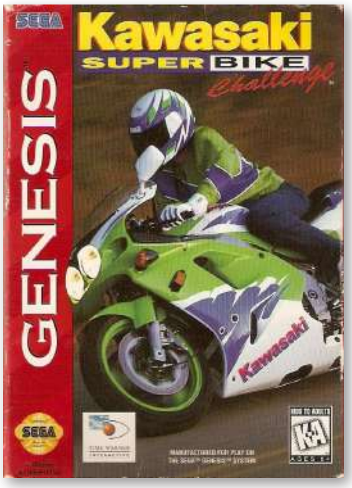


N P

Kawasaki SuperBike Challenge

Developer	Lankhor
Publisher	Time Warner Interactive, (eu) Domark
Release date	(us) January, 1994 (eu) April, 1995
Genre	Racing
Mode	1-2 Players

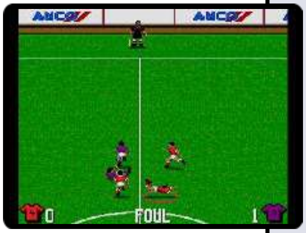
Kawasaki Superbike Challenge is a motorcycle racing game that uses the same engine as the Genesis game, F1. It includes 14 standard-length race tracks, plus the Suzuka 8 Hours endurance race, available in both training and Championship modes. The game is unlicensed (except by Kawasaki), so all riders and teams are fictional.


SEGA
GENESIS
Kawasaki
SUPER BIKE
Challenge

Rarity US: 5
Rarity EU: 2

5.6

KICK OFF 3
European Challenge
By Steve Screech
© 1994 Anco Games
LICENSED BY SEGA ENTERPRISES, LTD.

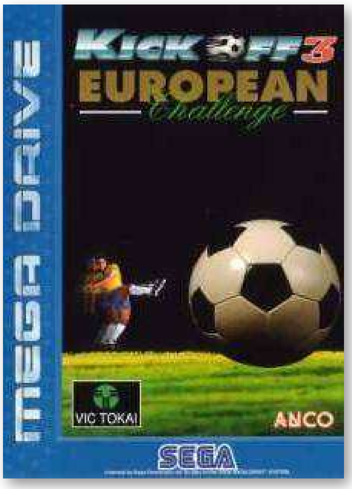


P

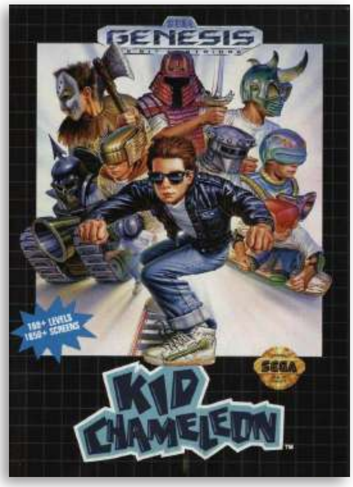
Kick Off 3: European Challenge

Developer	Anco Software
Publisher	Vic Tokai
Release date	(eu) November 26, 1994
Genre	Sports
Mode	1-2 Players

Kick Off 3: European Challenge is a football game developed by Steve Screech for Anco Games as a sequel to Kick Off 2 (which made it to the Sega Mega Drive in the altered form of Super Kick Off). Unlike its predecessors, Kick Off 3 had no involvement from lead programmer Dino Dini, and thus plays very differently to other games in the series, having a "horizontal" pitch as opposed to a "vertical" one.


MEGA DRIVE
KICK OFF 3
EUROPEAN
Challenge
VIC TOKAI
ANCO
SEGA

Rarity EU: 3



Rarity US: 3
Rarity EU: 3

Kid Chameleon

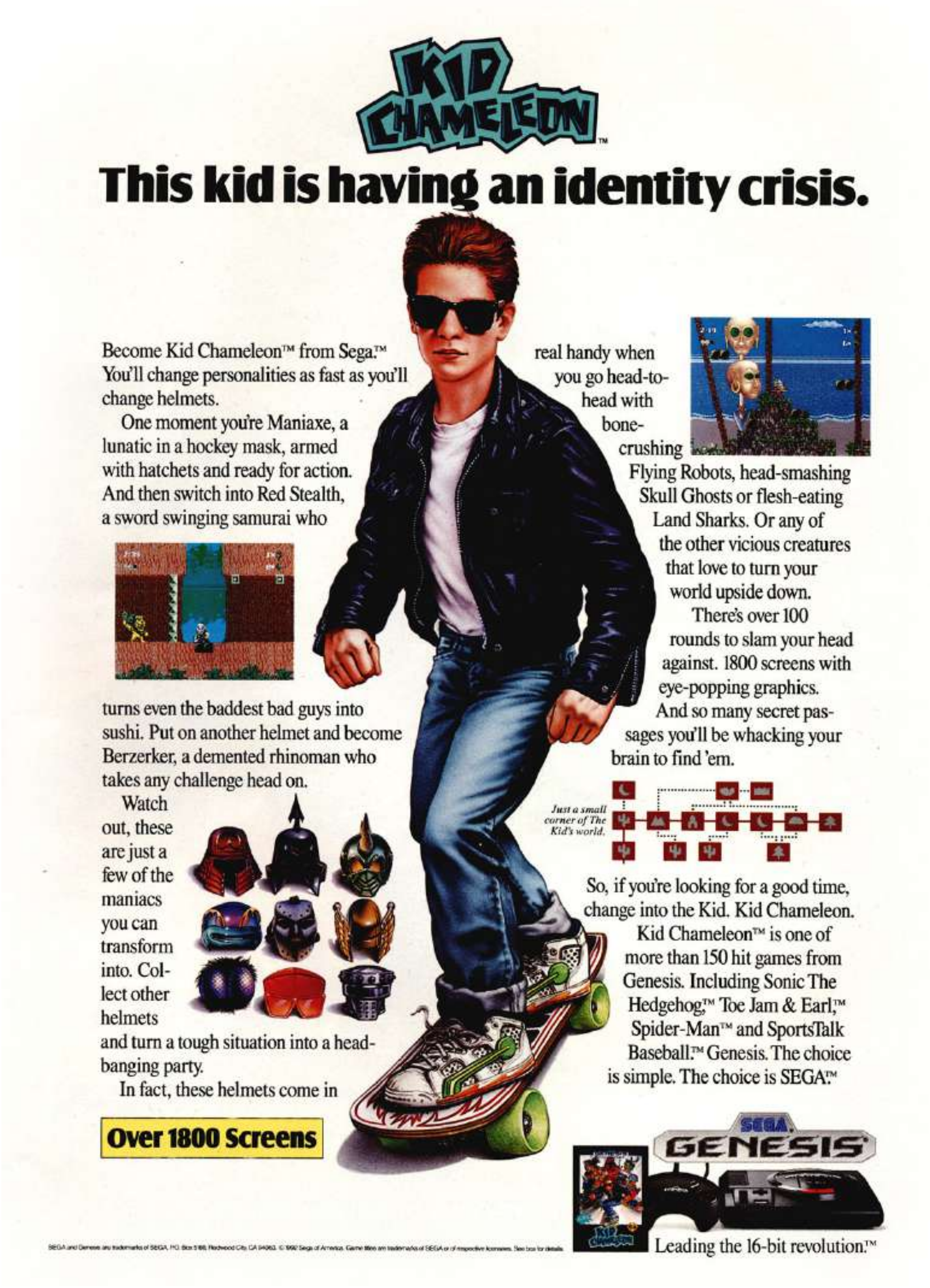
Developer	Sega Technical Institute
Publisher	Sega
Release date	(us) March, 1992
	(eu) May, 1992
Genre	Platformer
Mode	1-2 Players

The player, as Kid Chameleon, progresses through a series of levels, containing an array of deadly enemies and obstacles. Most levels contain a flag, which is the primary goal of each level, from which the player progresses to the next level. As Kid Chameleon moves through the game's levels, he gains access to masks that transform him into different characters. Each character has different special abilities and hit points.

7.4

KID CHAMELEON
© 1992 SEGA

Ⓙ Ⓝ Ⓟ Ⓑ



This kid is having an identity crisis.

Become Kid Chameleon™ from Sega.™ You'll change personalities as fast as you'll change helmets.

One moment you're Maniaxe, a lunatic in a hockey mask, armed with hatchets and ready for action. And then switch into Red Stealth, a sword swinging samurai who turns even the baddest bad guys into sushi. Put on another helmet and become Berzerker, a demented rhinoman who takes any challenge head on.

Watch out, these are just a few of the maniacs you can transform into. Collect other helmets and turn a tough situation into a head-banging party.

In fact, these helmets come in real handy when you go head-to-head with bone-crushing Flying Robots, head-smashing Skull Ghosts or flesh-eating Land Sharks. Or any of the other vicious creatures that love to turn your world upside down.

There's over 100 rounds to slam your head against. 1800 screens with eye-popping graphics. And so many secret passages you'll be whacking your brain to find 'em.

Just a small corner of The Kid's world.

So, if you're looking for a good time, change into the Kid. Kid Chameleon.

Kid Chameleon™ is one of more than 150 hit games from Genesis. Including Sonic The Hedgehog,™ Toe Jam & Earl,™ Spider-Man™ and SportsTalk Baseball.™ Genesis. The choice is simple. The choice is SEGA.™

Over 1800 Screens

SEGA GENESIS

Leading the 16-bit revolution.™

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4.1

PATLABOR
98式 起動せよ!
▸START
©HEADGEAR·EMOTION·TFC·SHOGAKUKAN
©MA-BA 1992

J

Kidou Keisatsu Patlabor: 98-shiki Kidou seyo!

Developer	Advance Communication Co.
Publisher	Ma-Ba
Release date	(jp) October 23, 1992
Genre	Adventure
Mode	1 Player

One of several games based on the Mobile Police Patlabor manga and anime franchise, 98-Shiki Kidō seyo! is an original scenario where the player takes the role of a new Division 2 recruit. The game is structured as a hybrid Japanese-style RPG/adventure game. The player moves and fights in a traditional RPG style, but entering certain locations switches the game to a command-adventure style.

Mega Drive Cartridge メガドライブ専用
PATLABOR
THE MOBILE POLICE
機動警察パトレイバー
98式起動せよ!
ma-ba

7.8

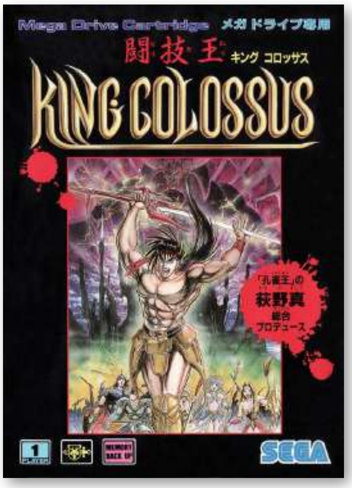
BASED ON THE STORY AND CHARACTERS CREATED BY MAKOTO OGINO
©1992 SEGA
PUSH START BUTTON
闘技王
KING COLOSSUS
キング・コロッサス

J

Tougi Ou King Colossus

Developer	Sega AM6
Publisher	Sega
Release date	(jp) June 26, 1992
Genre	Role-playing
Mode	1 Player

Ogino, a manga author best known for Kujaku Ou/Spirit Warrior, directed the game and created its story and characters; KNU provided sound. The game stars a wanderer who does not know his own history and has a strange crest on his hand. An elder put this wanderer in charge of guarding his sword, which he stashed in a cave, but the thief Zakkar came in and took it while the wanderer was busy fooling around, and now the elder has forced him to retrieve the sword.


Mega Drive Cartridge メガドライブ専用
闘技王 キング コロッサス
KING COLOSSUS
荻野真
SEGA

5.9

KING OF THE MONSTERS
PRESS START BUTTON
TM 1991 SNK
© TAKARA CO.,LTD.1993
LICENSED BY SEGA ENTERPRISES LTD.

J N P

King of the Monsters

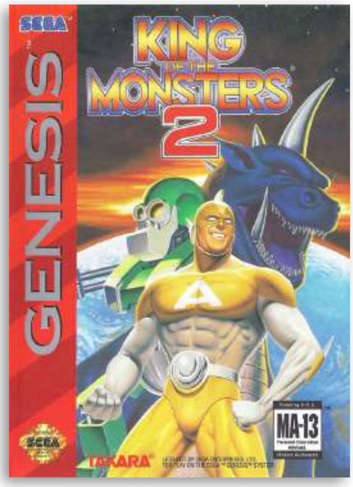
Developer	SNK, SPS Co., Ltd.
Publisher	Sega, (us) Takara
Release date	(us) 1993 (eu) June, 1993
Genre	Fighting
Mode	1-2 Players

King of the Monsters is a fighting/wrestling game where players choose any one of four monsters for battle, and two players can join forces to fight the monsters together. Battles end when one of the monsters is pinned for a three count or if time expires.

Mega criticised the game, awarding it a score of 10%, with Andy Dyer making the comment “unforgivably bad. There should be laws to protect us from this.”

GENESIS
SEGA
KING OF THE MONSTERS
TAKARA

Rarity US: 3
Rarity EU: 3


SEGA
GENESIS
KING OF THE MONSTERS 2
MA-13
TAKARA

Rarity US: 4

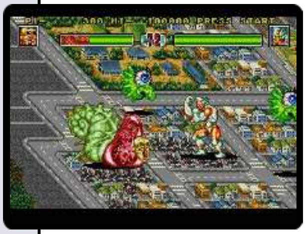
King of the Monsters 2

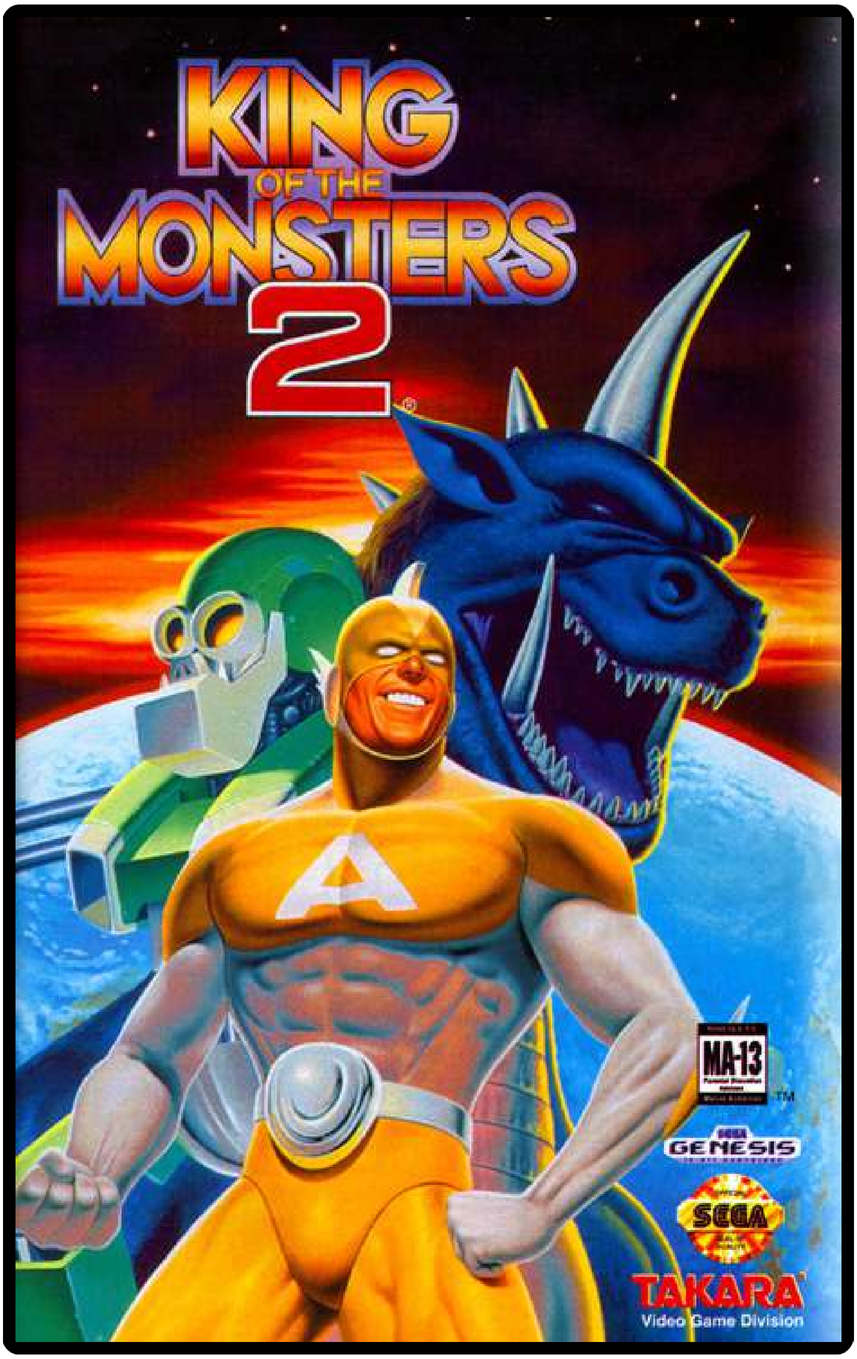
Developer	SNK, Betop
Publisher	Takara
Release date	(us) 1994
Genre	Fighting
Mode	1-2 Players

The Genesis version of King of the Monsters 2 is somewhat different from the other versions. Rather than being a beat ‘em up, the Genesis version plays like a fighting game, similar to its predecessor. All characters (excluding Famardy) are playable and have all been given special attacks executed using standard fighting game motions. Players must destroy all other monsters, one after the other, without any of the scrolling stages in the Neo-Geo version.

6.4

KING OF THE MONSTERS 2
PRESS START BUTTON
©SNK 1992
REPROGRAMMED ©TAKARA 1994
LICENSED BY SEGA ENTERPRISES, LTD.




KING OF THE MONSTERS 2
MA-13
SEGA GENESIS
SEGA
TAKARA
Video Game Division

7.1

KING SALMON
HOT·B
© 1992 HOT·B CO., LTD.

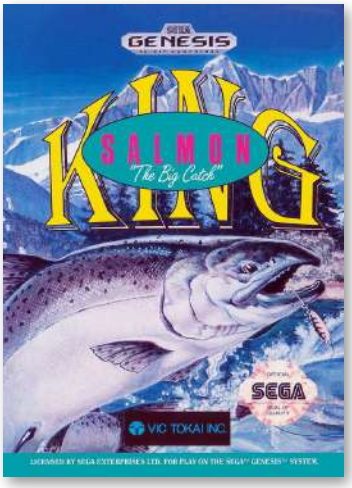
J N

King Salmon: The Big Catch

Developer	Hot B
Publisher	Vic Tokai, (jp) Hot B
Release date	(us) March 21, 1993
Genre	Sports
Mode	1 Player

Players participate in a big fishing derby; and spend a day catching as many king salmon as possible. Many activities of real-life fishing are included like driving the boat, assembling the lure onto the fishing rod and overcome a motley crew of fishermen at the same time.

As players become successful in catching fish, they become stronger and more adept fishermen themselves. This system operates similar to a role-playing game.


SEGA GENESIS
KING
SALMON
"The Big Catch"
SEGA
VIC TOKAI INC.

Rarity US: 3

7.1

King's Bounty™
Copyright 1990, 1991
New World Computing, Inc
All Rights Reserved
Licensed by Sega Enterprises Ltd.

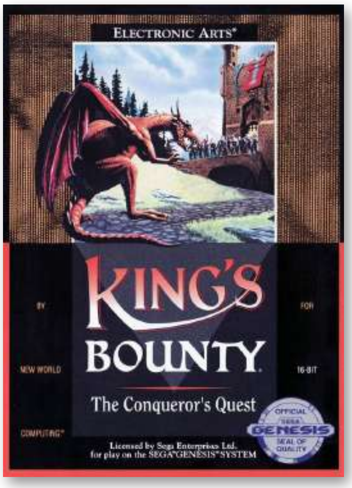
Militias Attack or Move 2

N P

King's Bounty: The Conqueror's Quest

Developer	New World Computing
Publisher	Electronic Arts
Release date	(us) July, 1991 (eu) July, 1991
Genre	Role-playing
Mode	1 Player

King's Bounty is a turn-based fantasy game designed by Jon Van Caneghem of New World Computing. The game follows the player's character, a hero of King Maximus, appointed with the job of retrieving the Sceptre of Order from the forces of chaos, led by Arech Dragonbreath. The game is notably considered the forerunner of the Heroes of Might and Magic series.


ELECTRONIC ARTS
KING'S
BOUNTY
The Conqueror's Quest
BY NEW WORLD COMPUTING
FOR 16-BIT
GENESIS
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 4
Rarity EU: 4

4.6

騎士伝説
©講談社総研
PUSH START BUTTON
© 1993

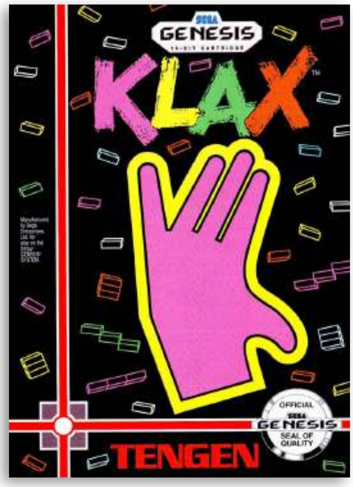
J

Kishi Densetsu

Developer	Cube
Publisher	Kodansha
Release date	(jp) July 30, 1993
Genre	Simulation
Mode	1 Player

Kishi Densetsu ("Soldier Legend") is a tactical simulation game where the player commands a German Nazi SS tank corp during World War II. It follows many of the major battles of the European Theater starting with the invasion of Poland, through to the Battle of Berlin, sticking closely to historical fact.

Before each map, the player can select the equipment and troops to deploy. Once in the field, the game is controlled primarily through menu-based commands.


GENESIS
KLAX
TENGEN

Klax

6.5

KLAX
GAME
OPTIONS
TM ATARI GAMES CORP.
LICENSED TO TENGEN INC.
© 1990 TENGEN INC.

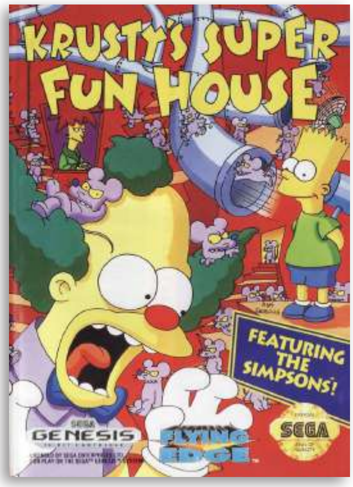
Developer	Tengen, (jp) Namco
Publisher	Tengen, (jp) Namco
Release date	(us) September 6, 1990
	(eu) 1990
Genre	Puzzle
Mode	1-2 Players

The object of Klax is to line up colored blocks into rows of similar colors to make them disappear, to which the object of Columns is similar.

Dave Akers programmed Klax in just a few weeks using AmigaBASIC, then ported it line-by-line to C. In a 1990 interview, he said he wanted to "produce something playable, compact and relatively quick to develop." His influences were both Tetris and tic-tac-toe.

J N P B

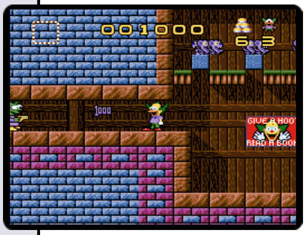
Rarity US: 3
Rarity EU: 4


KRUSTY'S SUPER FUN HOUSE
FEATURING THE SIMPSONS!
GENESIS
FLYING EDGE
SEGA

Krusty's Super Fun House

5.9

KRUSTY'S SUPER FUN HOUSE
PRESS START



Developer	Audiogenic
Publisher	Flying Edge
Release date	(us) 1993
	(eu) 1992
Genre	Puzzle
Mode	1 Player

The player, as Krusty the Clown, directs small rats to an extermination area through complicated maze-like levels. Each level is a puzzle in which a number of rats must be exterminated. Using different objects and obstacles, Krusty must create a path for the rats to follow and guide them towards an extermination device. Other creatures such as snakes and flying pigs attempt to hinder Krusty's progress by injuring him.

N P B

Rarity US: 4
Rarity EU: 3

namcot
球界道中記

Kyūkai Dōchūki

7.0

球界道中記
© 1990 1991 NAMCO
ALL RIGHTS RESERVED

Developer	Namco
Publisher	Namco
Release date	(jp) July 12, 1991
Genre	Sports
Mode	1 Player

Kyukai Dochuki is a baseball game and a spin-off of Yokai Dochuki (Namco's first 16-bit arcade game). Playing much like Namco's own World Stadium franchise, each player has direct control over their players in batting, pitching, and fielding. The game offers 38 different fictional teams in six leagues, as well as six different stadiums to play in, ranging from regular stadiums, to stadiums in desert and arctic conditions, and even a stadium on top of a boat.

J

6.5

LA RUSSA
95
MAJOR LEAGUE BASEBALL
PLAYERS
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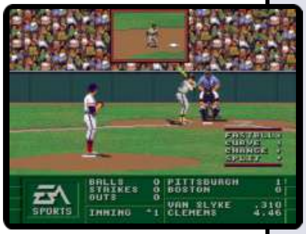
LICENSED BY SEGA ENTERPRISES, LTD.



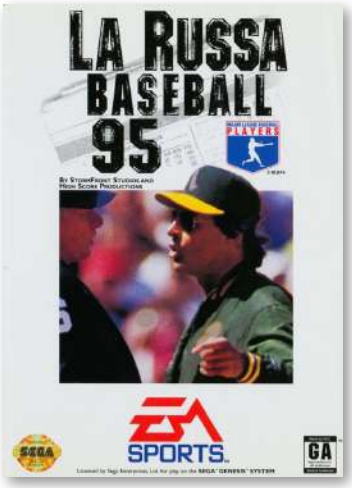
N P

La Russa Baseball 95

Developer	Stormfront Studios, High Score Productions
Publisher	EA Sports
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-2 Players

La Russa Baseball 95, released exclusively for the Genesis, feature three difficulty levels to choose from, and two different gameplay styles: Slugfest, which offers arcade-style action; and Sim, which puts every decision and every play in your hands.

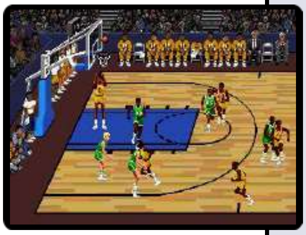
A small run of the game found its way to Australia.


LA RUSSA
BASEBALL
95
EA SPORTS

Rarity EU: 4

6.7

LAKERS
VERSUS
CELTICS
AND THE NBA PLAYOFFS
COPYRIGHT 1990
BY ELECTRONIC ARTS



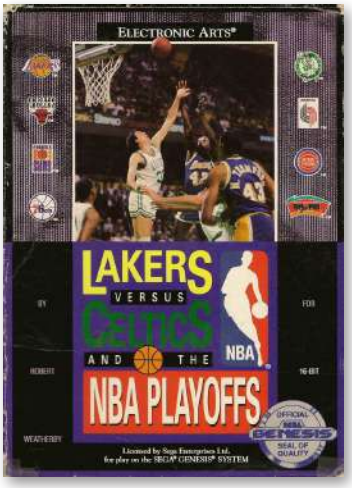
N P

Lakers versus Celtics and the NBA Playoffs

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) 1990 (eu) 1990
Genre	Sports
Mode	1-2 Players

Lakers versus Celtics and the NBA Playoffs would be the first team basketball game to acquire full players names and rights without actually relying on the NBA Players Association.

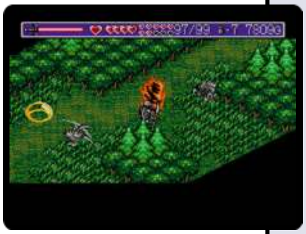
The game's title alludes to the 1980s rivalry between the Boston Celtics and Los Angeles Lakers.


ELECTRONIC ARTS
LAKERS
VERSUS
CELTICS
AND THE NBA
NBA PLAYOFFS

Rarity US: 1
Rarity EU: 4

8.4

LANDSTALKER
THE TREASURES OF KING NOLE
PUSH START BUTTON
© 1993 SEGA



J N P B

Landstalker: The Treasures of King Nole

Developer	Climax Entertainment
Publisher	Sega
Release date	(us) October 29, 1992 (eu) October, 1993
Genre	Action-adventure, Role-playing
Mode	1 Player

The player, as Nigel the treasure hunter, is tasked with searching for clues that lead to the treasure of King Nole. This is accomplished primarily by travelling through both outdoor areas and dungeons. All gameplay takes place in an isometric view, including plot-advancing scenes.

GENESIS
LANDSTALKER
SEGA

Rarity US: 4
Rarity EU: 5

ラングリッサー
II
MASAYA

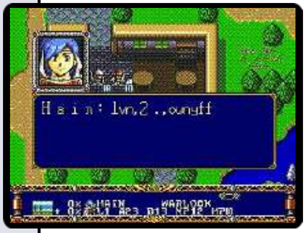
Langrisser II

Developer	NCS, Cube
Publisher	Masaya
Release date	(jp) August 26, 1994
Genre	Tactical role-playing
Mode	1 Player

Langrisser II is the sequel to Warsong. It was one of the first tactical RPGs to allow the player a choice of story paths. Depending on the player's choices, the protagonist of the game, Erwin, can switch allegiances between three factions: the Descendants of Light, the Rayguard Empire, and the Demon Tribe. Alternatively, he can choose to create his own faction in opposition to the other three.

8.8

ラングリッサー
II
PUSH START BUTTON
©1994 NCS CORP.



J

SEGA
GENESIS
LAST ACTION HERO
GA

Rarity US: 2

Last Action Hero

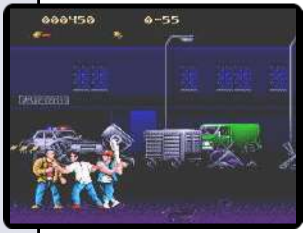
Developer	Bits Corporation
Publisher	Sony Imagesoft
Release date	(us) 1993
Genre	Beat'em up
Mode	1 Player

The 16-bit console version of the movie license Last Action Hero combines side-scrolling beat'em up levels with driving sequences. Players control action hero Jack Slater through four beat'em up levels. The first two are inspired by the beginning sequence of the movie (the finale of "Jack Slater III"), the third by the hotel funeral inside the movie world, and the last by the premiere of "Jack Slater IV" in the real world.

"mobygames.com"

3.0

LAST ACTION HERO
PRESS START



N

SEGA
GENESIS
LAST BATTLE
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 2
Rarity EU: 2

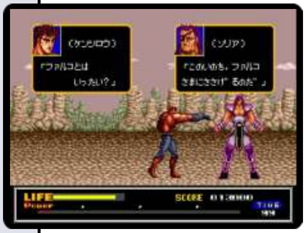
Last Battle

Developer	Sega
Publisher	Sega
Release date	(us) August 14, 1989 (eu) September, 1990
Genre	Beat 'em up
Mode	1 Player

Last Battle is a side-scrolling martial arts beat 'em up. It was one of the six launch titles for the U.S. Sega Genesis release. The Japanese version, titled Shin Seikimatsu Kyūseishu Densetsu Hokuto no Ken, is based on the manga series Hokuto no Ken (Fist of the North Star in English). Since the international version did not retain the Hokuto no Ken license, the graphics and characters' names were altered.

5.7

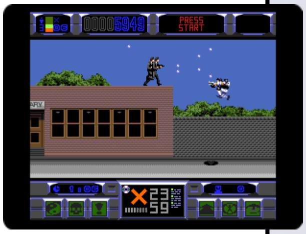
LAST BATTLE
PUSH START BUTTON
©SEGA 1989



J N P B

5.4

THE LAWNMOWER MAN ™


PRESS START

N P

The Lawnmower Man

Developer	SCi, Atod AB, Teque London
Publisher	Time Warner Interactive
Release date	(us) 1994 (eu) September, 1994
Genre	Action-platformer
Mode	1 Player

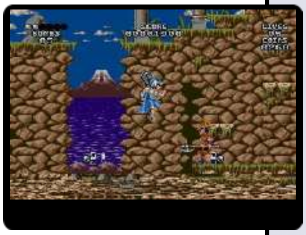
The Lawnmower Man is a game based on the 1992 film of the same name. The player takes control of either Dr. Angelo or Carla Parkette (mother of Jobe's friend) in a typical side-scrolling shooting action, similar to Contra and Metal Slug. The player collects weapon upgrades or data discs. Once the player has collected a number of data discs, the discs morph into a Virtual Suit that gives the player protection from one hit.

SEGA
GENESIS
THE LAWNMOWER MAN
SCi
GA

Rarity US: 2
Rarity EU: 3

6.9

GALAHAD
PRESS START TO BEGIN PLAY
CREATED BY JON BURTON AND ANDY INGHAM.
COPYRIGHT 1992 TRAVELLERS TALES.
AND PSYGNOSIS LTD.



N P B

The Legend of Galahad

Developer	Traveller's Tales, Krisalis Software
Publisher	Electronic Arts
Release date	(us) April, 1992 (eu) September, 1992
Genre	Action-platformer
Mode	1 Player

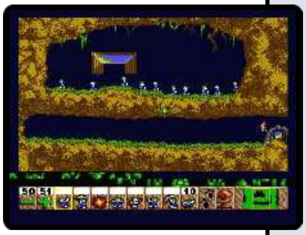
The Legend of Galahad is the name of the Genesis port of the 1991 Amiga game, Leander. The games visuals are very anime inspired, which can be considered special, as anime was largely unknown in the west at the time the game was developed. Just like Shadow of the Beast 2, the game wasn't optimized for the Sega Mega Drive's higher resolution, resulting in a black bar at the bottom of the picture.

ELECTRONIC ARTS
GALAHAD
SEGA

Rarity US: 5
Rarity EU: 3

7.4

Lemmings
©1991, 1992 PSYGNOSIS LTD.
©1992 SUNSOFT



J N P

Lemmings

Developer	DMA Design, Sunsoft
Publisher	Sunsoft, (eu) Psygnosis
Release date	(us) 1992 (eu) 1992
Genre	Puzzle
Mode	1-2 Players

The objective of Lemmings is to guide a group of lemmings through a number of obstacles to a designated exit. To save the required number of lemmings to win, one must determine how to assign a limited number of eight different skills to specific lemmings that allow the selected lemming to alter the landscape, to affect the behaviour of other lemmings, or to clear obstacles to create a safe passage for the rest of the lemmings.

SUNSOFT
Lemmings
PSYGNOSIS
GENESIS
SEGA

Rarity US: 2
Rarity EU: 1

SEGA
GENESIS
Lemmings 2 the Tribes
GA

Rarity US: 3
Rarity EU: 2

Lemmings 2: The Tribes

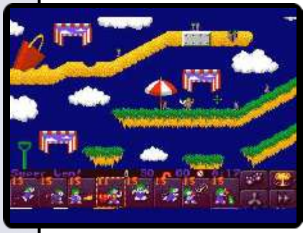
Developer	DMA Design, Digital Develop., Krisalis Soft.
Publisher	Psygnosis
Release date	(us) 1994 (eu) November, 1994
Genre	Puzzle
Mode	1 Player

There are many more skills available in Lemmings 2: 51 in total (although no more than eight are available in each level), as compared to eight in the original game. Some of the skills are similar to the original ones (like digging and building variants), while others are all new (several flying skills, for example).

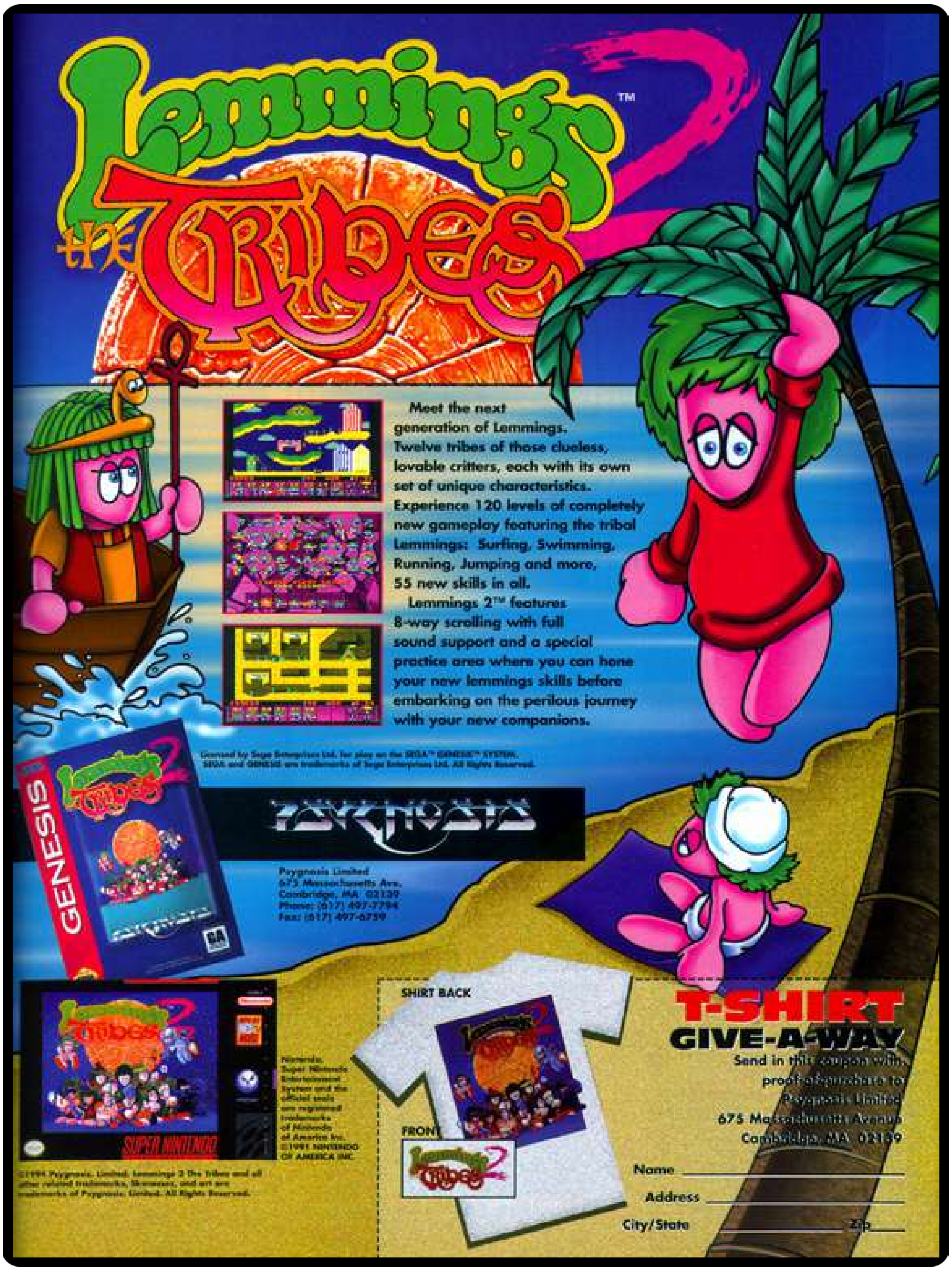
The game was not quite as popular as Lemmings was, nor was it ported to as many platforms.

6.7

Lemmings 2 the Tribes
MAP
PLAY
PRACTICE
PASSWORD



N P



Meet the next generation of Lemmings. Twelve tribes of those clueless, lovable critters, each with its own set of unique characteristics. Experience 120 levels of completely new gameplay featuring the tribal Lemmings: Surfing, Swimming, Running, Jumping and more, 55 new skills in all.

Lemmings 2™ features 8-way scrolling with full sound support and a special practice area where you can hone your new lemmings skills before embarking on the perilous journey with your new companions.

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675 Massachusetts Avenue
Cambridge, MA 02139

Name ____________________
Address ____________________
City/State ______________ Zip _____

7.2

Lethal Enforcers

Developer	Konami
Publisher	Konami
Release date	(us) June 25, 1993 (eu) December 10, 1993
Genre	Light-gun
Mode	1-2 Players

Lethal Enforcers is a light-gun game first released for the arcades. The Genesis release came with a revolver-shaped light gun known as the Konami Justifier.

The game was one of the video games involved in the video game violence controversy of the early 1990s and at the time it was not sold in toy stores. Along with Night Trap, it was one of the first video games to be rated MA-17 by Sega's Videogame Rating Council.

LETHAL ENFORCERS
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1P 000064 CREDIT 04 2P 000000

J N P

KONAMI
LETHAL ENFORCERS
SEGA
GENESIS
MA-17

Rarity US: 4
Rarity EU: 4

6.9

Lethal Enforcers II: Gunfighters

Developer	Konami
Publisher	Konami
Release date	(us) May 11, 1994 (eu) December 17, 1994
Genre	Light-gun
Mode	1-2 Players

Lethal Enforcers II: Gun Fighters is a prequel to the original Lethal Enforcers. In contrast with the first game's modern law enforcement theme, Lethal Enforcers II takes place in the American Old West.

Electronic Gaming Monthly gave the Genesis version a 6.2 out of 10 average, commenting positively on the two-player mode and variety of weapons.

LETHAL ENFORCERS
Gun Fighters
II
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1P 000000 PRESS START
CREDIT 04
2P 000000 PRESS START

J N P

SEGA
KONAMI
GENESIS
LETHAL ENFORCERS
Gun Fighters
II
MA-13

Rarity US: 3
Rarity EU: 4

5.7

LHX Attack Chopper

Developer	Electronic Arts
Publisher	EA Air Force, (jp) Electronic Arts Victor
Release date	(us) 1992 (eu) September, 1992
Genre	Simulation, Shooter
Mode	1-2 Players

LHX: Attack Chopper is a helicopter simulation with a strong arcade focus. Players can freely choose which missions to fly first, and which helicopter to fly in any given mission. There are a total of four helicopters: Apache, Blackhawk, Osprey and LHX. With this selection of death machines players will engage countless enemy targets in Libya, East Germany and Vietnam throughout the game.

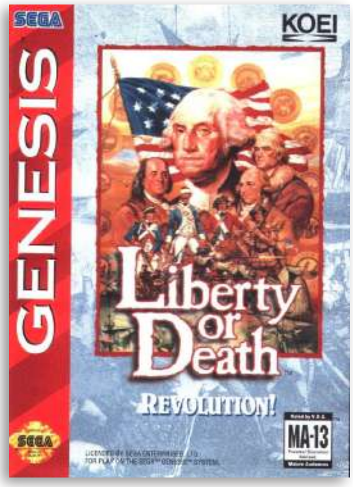
LHX
ATTACK CHOPPER
BY CHRIS EBERT
LHX: ATTACK CHOPPER (tm) COPYRIGHT 1992 ELECTRONIC ARTS
Licensed by Sega Enterprises Ltd.

J N P

ELECTRONIC ARTS
EA AIR FORCE
LHX
ATTACK CHOPPER
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 1
Rarity EU: 2

Liberty or Death


SEGA
GENESIS
KOEI
Liberty or Death
REVOLUTION!
MA-13

Rarity US: 6

Developer	Koei
Publisher	Koei
Release date	(us) 1993
Genre	Strategy
Mode	1-2 Players

Liberty or Death is part of Koei's Historical Simulation Series. The player can choose to control any of six Commanders-in-Chief, three each on the American Continental Army or British Army sides, during the American Revolutionary War. For either side, the general objective is to eliminate all enemy troops throughout the Colonies by defeating them in battle.

6.2

Liberty or Death
© 1993 KOEI Corporation
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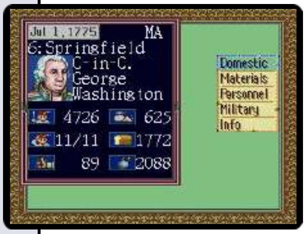
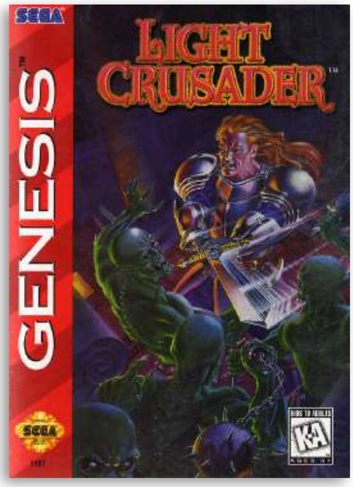
PRESS START


Jul 1,1775
MA
G:Springfield
C-in-C.
George
Washington
4726
625
11/11
1772
89
2088
Domestic
Materials
Personnel
Military
Info

N

Light Crusader


SEGA
GENESIS
LIGHT CRUSADER
K-A

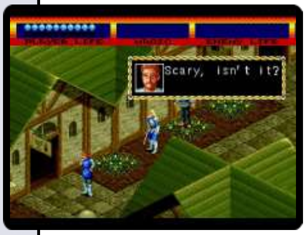
Rarity US: 2
Rarity EU: 4

Developer	Treasure
Publisher	Sega
Release date	(us) May 25, 1995 (eu) 1995
Genre	Action role-playing
Mode	1 Player

Light Crusader is similar in gameplay to Landstalker: The Treasures of King Nole, blending role-playing video game, action-adventure and platform game elements in much the same way. It marked a major departure for the developer, known for fast paced action games, with colorful anime-inspired visuals. It is, to date, their only RPG, and their only game with a distinctly Western art style.

7.3

Light Crusader
PRESS START
©SEGA 1995
COMPUTER DESIGNED BY TREASURE


Scary, isn't it?

J N P

The Lion King

SEGA
GENESIS
THE LION KING
Virgin
GA

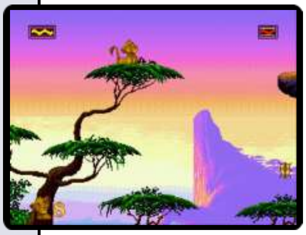
Rarity US: 1
Rarity EU: 1

Developer	Westwood Studios, Disney Software
Publisher	Virgin Interactive, (jp) Virgin Games
Release date	(us) December 8, 1994 (eu) 1994
Genre	Platformer
Mode	1 Player

The Lion King is a side-scrolling platform game in which players control the protagonist, Simba, through the events of the film, going through both child and adult forms as the game progresses. In the first half of the game, players control Simba as a child, who primarily defeats enemies by jumping on them. In the second half of the game, Simba becomes an adult and gains access to various combat moves.

7.3

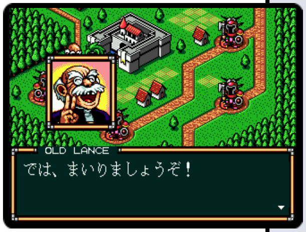
THE LION KING
START
OPTIONS
© 1994 VIRGIN INTERACTIVE ENTERTAINMENT
© 1994 THE WALT DISNEY COMPANY
LICENSED BY SEGA ENTERPRISES, LTD.



J N P

5.3

LORD
ロードモナーク
MONARCH
とことん戦闘伝説
PUSH START BUTTON
REPROGRAMMED GAME ©SEGA 1994
ORIGINAL GAME ©FALCOM 1991
COMPUTER DESIGNED BY SEGA FALCOM


OLD LANCE
では、まいりましょうぞ！

J

Lord Monarch

Developer	Nihon Falcom, Omiya Soft, Cube
Publisher	Sega
Release date	(jp) June 24, 1994
Genre	Strategy
Mode	1 Player

Lord Monarch is a real-time strategy war game for the PC-98 and considered to be the seventh installment in the Dragon Slayer series. Sega Falcom remade it for the Mega Drive, calling it Lord Monarch: Tokoton Sentou Densetsu.

Players command an army and can perform various actions, such as sending troops, fortifying their position, allying with another ruler, etc.

Mega Drive Cartridge
メガドライブ専用
LORD
ロードモナーク
MONARCH
とことん戦闘伝説
SEGA

7.8

THE LOST VIKINGS™
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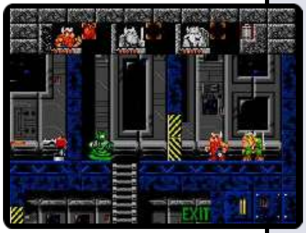


N P

The Lost Vikings

Developer	Silicon & Synapse, Krisalis Software
Publisher	Interplay Entertainment, (eu) Virgin Games
Release date	(us) 1993 (eu) March, 1994
Genre	Puzzle, Platformer
Mode	1-3 Players

The Lost Vikings is a puzzle-platformer by Silicon & Synapse (now Blizzard Entertainment). The game follows three Vikings, Eric the Swift, Olaf the Stout and Baleog the Fierce, who have been plucked out of their own timezone by the evil Tomator, who is collecting lifeforms from all over the universe.

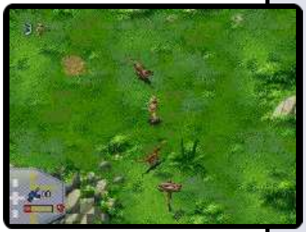
As the Mega Drive version came slightly later than the others versions, it contains five new stages.

SEGA
GENESIS
THE LOST VIKINGS
TEAM PLAYER
GA

Rarity US: 3
Rarity EU: 4

6.9

THE LOST WORLD
JURASSIC PARK™
PRESS START

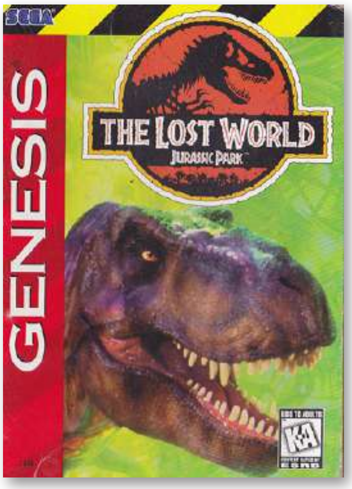


N P B

The Lost World: Jurassic Park

Developer	Appaloosa Interactive
Publisher	Sega
Release date	(us) September 16, 1997 (eu) October, 1997
Genre	Action
Mode	1-2 Players

Unlike the previous Jurassic Park games for the Genesis, the game features a bird's-eye view perspective similar to Jurassic Park on the SNES. The player assumes the role of an unnamed character who must capture dinosaurs on Isla Sorna, while stopping rival hunters from transporting dinosaurs to the mainland.


SEGA
GENESIS
THE LOST WORLD
JURASSIC PARK
KA

Rarity US: 4
Rarity EU: 3

ELECTRONIC ARTS
HEAD TO HEAD 2 PLAYER RACING
LOTUS TURBO CHALLENGE
SEGA

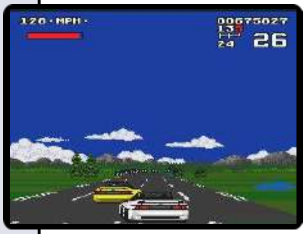
Lotus Turbo Challenge

Developer	Gremlin Graphics
Publisher	Electronic Arts
Release date	(us) 1992 (eu) 1992
Genre	Racing
Mode	1-2 Players

Lotus Turbo Challenge is the second game in the Lotus trilogy. This game shifted focus to arcade-oriented gameplay. Being the first of the series released for a game console, the fuel limit and difficulty levels were dropped, and the lap-based levels were replaced with course-based time trials, (not unlike Out Run), with the player required to complete each course within a specified time to qualify for the next one.

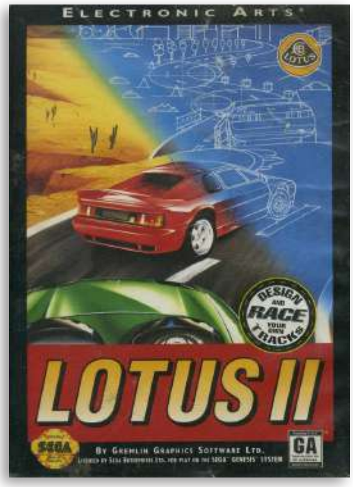
6.8

LOTUS
TURBO CHALLENGE
Licensed by
Sega Enterprises Ltd.



N P

Rarity US: 3
Rarity EU: 2


ELECTRONIC ARTS
DESIGN AND RACE YOUR OWN TRACKS
LOTUS II
SEGA
By Gremlin Graphics Software Ltd.

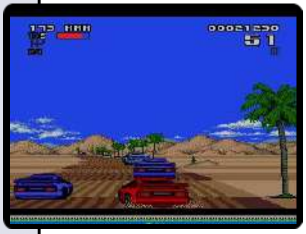
Lotus II: R.E.C.S.

Developer	Gremlin Graphics
Publisher	Electronic Arts
Release date	(us) 1993 (eu) December 14, 1993
Genre	Racing
Mode	1-2 Players

The third game in the series combined the gameplay aspects of its predecessors, allowing players to choose between racing opponents of Lotus Turbo Challenge or the arcade-like time trials of Lotus 2. The two-player option was retained and the music selection feature returns (Patrick Phelan's soundtrack to Lotus III spawned many modern remixes). Lotus III also added a third car - a concept Lotus M200 automobile.

6.8

LOTUS II
RECS



N P

Rarity US: 3
Rarity EU: 2

M-1 Abrams Battle Tank

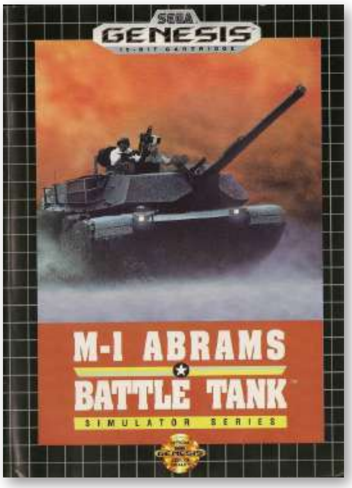
4.8

Developer	Dynamix
Publisher	Electronic Arts
Release date	(us) 1991 (eu) 1991
Genre	Simulation, Shooter
Mode	1 Player

Designed by Damon Slye and released in 1988 for DOS, the game is a 3D vehicle simulation of the M1 Abrams tank, one of the first on the market. The port from DOS to Genesis was performed by Realtime Games Software Ltd using their own 3D games engine that was earlier used in Carrier Command with some tweaks to adapt it to the Genesis and the needs of the tank scenario.

ABRAMS
BATTLE
TANK
© 1991 SEGA OF AMERICA INC
ALL RIGHTS RESERVED

N P


SEGA
GENESIS
M-1 ABRAMS
BATTLE TANK
SIMULATOR SERIES

Rarity US: 3
Rarity EU: 3

M.U.S.H.A.

8.2

Developer	Compile
Publisher	Seismic
Release date	(us) 1990
Genre	Shooter
Mode	1 Player

M.U.S.H.A. is a scrolling shooter where the player takes on the role of a flying mecha pilot who must destroy a large super intelligent computer threatening human life and planet Earth.

The game has been praised by critics for its challenging gameplay, strong soundtrack, and graphics considered ahead of its time. In retrospective reviews, it remains among the most highly regarded shoot ‘em ups on the Mega Drive and among the best of the 16-bit era.

武者
ALESTE
FULLMETAL FIGHTER ELLINOR
PUSH START BUTTON
GAME START
OPTIONS
TOAPLAN CO.,LTD
©1990 COMPILE

LET'S STOP THE ADVANCE OF THE ENEMIES BASE!!

J N

SEGA
GENESIS
MUSHA
METALLIC UNIFRAME SUPER HYBRID ARMOR
OFFICIAL SEGA GENESIS SEAL OF QUALITY
seismic
LICENSED BY SEGA ENTERPRISES LTD
FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 5

Madden NFL ‘94

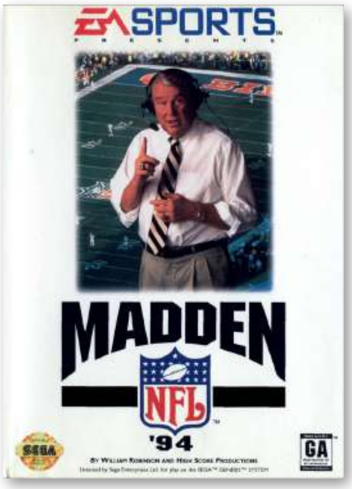
6.5

Developer	High Score Productions
Publisher	Electronic Arts
Release date	(us) 1993 (eu) November 12, 1993
Genre	Sports
Mode	1-4 Players

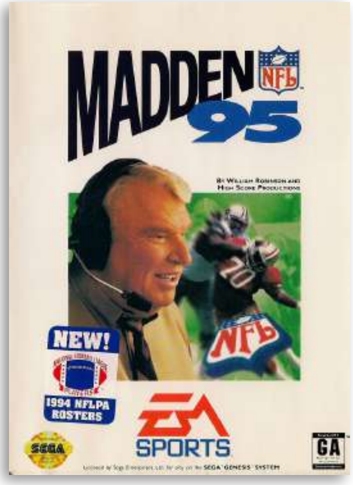
Madden NFL ‘94 was the first game in the Madden series with an official NFL team license, as well as the first Madden game that allowed players to play a full regular season. It also introduced the “Flip play”, “Play-call mode”, “Pass-catch mode” and “Bluff play” options to the series. It features 80 teams -- 28 teams from the 1993 season, 38 Super Bowl teams from 1966-1991,

Madden
NFL
94

J N P


EA SPORTS
MADDEN
NFL
'94
SEGA
GA

Rarity US: 1
Rarity EU: 3


MADDEN NFL 95
NEW!
1994 NFLPA ROSTERS
SEGA
EA SPORTS
GA

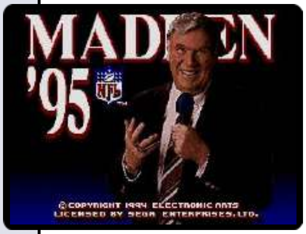
Rarity US: 1
Rarity EU: 4

Madden NFL '95

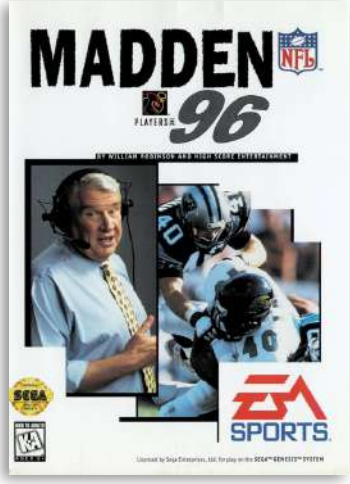
Developer	High Score Productions
Publisher	Electronic Arts
Release date	(us) 1994
	(eu) 1994
Genre	Sports
Mode	1-4 Players

Madden NFL '95 was the first Madden game to have both the NFL team logo and NFLPA licenses. This version of Madden NFL was also the first Madden to showcase no passing windows, though passing windows can be retained using the options menu. Previously included "Past Championship Teams" and "All-Franchise" teams are not included.

6.8


MADDEN '95
© COPYRIGHT 1994 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES, LTD.

N P B


MADDEN NFL 96
PLAYERS
EA SPORTS
SEGA

Rarity US: 1
Rarity EU: 5

Madden NFL '96

Developer	High Score Productions
Publisher	Electronic Arts
Release date	(us) November 10, 1995
	(eu) November 30, 1995
Genre	Sports
Mode	1-4 Players

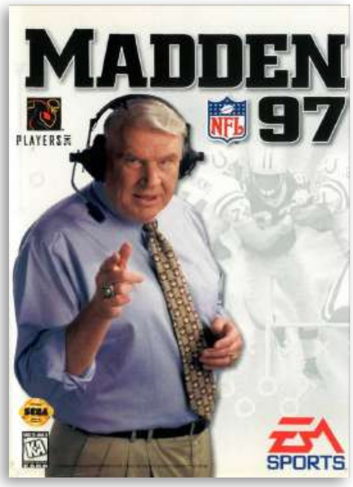
Madden NFL '96 was the last to explicitly be endorsed by the NFL on Fox, although a knock-off/rendition of the NFL on Fox's iconic theme would continue to be used in Madden for several years afterward.

Players can choose exhibition, Super Bowl, playoffs or full season with any of the 1995 teams or all Madden teams.

6.0

Madden
NFL
96
© COPYRIGHT 1995 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES, LTD.

N P


MADDEN NFL 97
PLAYERS
SEGA
EA SPORTS

Rarity US: 2
Rarity EU: 6

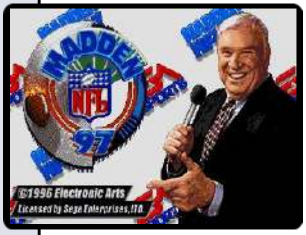
Madden NFL 97

Developer	High Score Productions
Publisher	Electronic Arts
Release date	(us) September 15, 1996
	(eu) September 14, 1996
Genre	Sports
Mode	1-4 Players

With the versions for PC and 32-bit consoles having moved into the realm of real 3D graphics, Madden NFL 97 on Genesis retains the classic view of the series, updating it with different features and options compared to the SNES release.

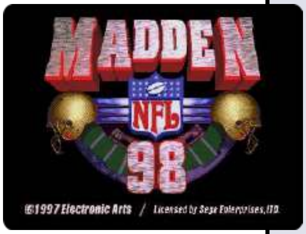
The game features the 30 regular NFL teams of the 1996 season, the 1996 All-Madden team and 68 classic NFL teams, from the '52 Lions to the '95 Cowboys.

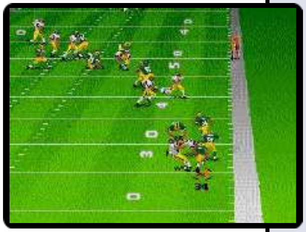
6.3


MADDEN NFL 97
©1996 Electronic Arts
Licensed by Sega Enterprises, LTD.

N P

6.8


MADDEN
NFL
98
©1997 Electronic Arts / Licensed by Sega Enterprises, LTD.

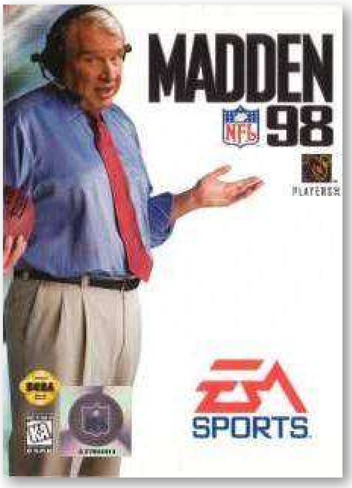


N

Madden NFL 98

Developer	High Score Productions
Publisher	Electronic Arts
Release date	(us) September, 1997
Genre	Sports
Mode	1-4 Players

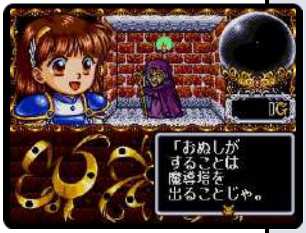
The Madden football series appears for the last time on the Genesis with Madden NFL 98. Players can select from the 30 teams of the 1997 NFL season, the 1997 All-Madden team, an EA Sports and a THQ team, plus 68 classic NFL teams, from the 1950s to the 1990s. Playing modes include exhibition games (now optionally as a best-of-three or best-of-five series), seasons and playoffs. There is also an option to replay all Super Bowls since 1988.


MADDEN
NFL 98
SPORTS

Rarity US: 3

7.7

魔導物語I
すたぁとぼたんを押してね♪
© COMPILE 1996



「おぬしが
することは
魔導塔を
出ることじゃ。

J

Madō Monogatari I

Developer	Compile
Publisher	Compile
Release date	(jp) March 22, 1996
Genre	Role-playing
Mode	1 Player

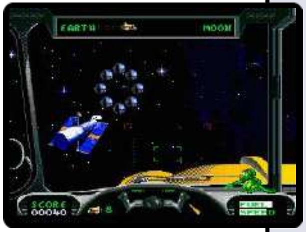
Madō Monogatari I was the last official Sega Mega Drive game released in Japan. There was never an attempt to release this game outside Japan. The game is part of the long-running Madou Monogatari series.

The game takes place in a 3D maze with obstacles, enemies, and characters to confront. Attacking monsters is similar to Paladin's Quest and the Phantasy Star series.

MD
MEGA DRIVE
MEGA DRIVE MADOH MONOGATARI I
魔導物語I
COMPILE

7.0

Scholastic's
The Magic
School Bus
NEW GAME
CONTINUE
OPTIONS
PASSWORD
BONUS GAMES


EARTH
MOON
SCORE
00040

N

Scholastic's The Magic School Bus: Space Exploration Game

Developer	Music Pen
Publisher	Sega
Release date	(us) 1995
Genre	Edutainment
Mode	1 Player

The game is part of a large educational series on PC. This was the only game created on a medium other than PC. In this game, all missions consist of flying to a planet (while taking photographs, shooting meteors, and collecting fuel), landing the bus on a platform, traversing the planet on foot to find Ms. Frizzle, and finally, putting together a sliding jigsaw puzzle to complete the stage.

SEGA
SEGA CLUB
Scholastic's
The Magic
School Bus
Space Exploration Game
GENESIS
K-A

Rarity US: 6

Mega Drive Cartridge メガドライブ専用
©江川達也/集英社・東映動画
まじかる タルるートくん
SEGA

Magical Tarurūto-kun

7.0

Developer	Game Freak
Publisher	Sega
Release date	(us) April 24, 1992
Genre	Action-platformer
Mode	1 Player

Based on a popular manga comedy published in Shonen Jump, Magical Taruruuto-kun is about a boy named Edojou Honmaru who is constantly being bullied at school until he calls the titular hero Taruruuto from another world to help him. It is a cutesy platform game that plays similarly to most other games of its genre. There are many hazards to jump over and end of level boss fights, Taruruuto can hit enemies with his wand or pick up items and throw them.

まじかる タルるートくん
PUSH START BUTTON
©江川達也/集英社・東映動画
©1992 SEGA

SCORE 100
LIFE

J

Mega Drive Cartridge メガドライブ専用
マージャンCOP竜
SEGA

Mahjong Cop Ryuu: Shiro Ookami no Yabou

8.0

Developer	Whiteboard
Publisher	Sega
Release date	(jp) December 14, 1989
Genre	Board game
Mode	1 Player

Mahjong Cop Ryū is a combination of a Japanese-style adventure game and a 1-vs-1 mahjong game. It is a direct sequel to the coin-op strip mahjong game Sukeban Janshi Ryūko, and picks up the story directly after the arcade game. The player takes the role of an investigator named Ryū who is looking to find the true nature of an even greater threat that has taken the Janrōkai's place.

MAHJONGCOP竜
白狼の野望
MAHJONGCOP竜
たいきょくマージャン
ちんいつクイズ
ルールせつめい
PUSH START BUTTON
©SEGA 1989

J

Mega Drive Cartridge
メガドライブ専用
MASAYA
魔物ハンター妖子
第7の警鐘

Mamono Hunter Yohko: Dai-7 no Keishou

6.6

Developer	NCS
Publisher	Masaya
Release date	(jp) March 22, 1991
Genre	Action-platformer
Mode	1 Player

Mamono Hunter Yōko: Dai 7 no Keishō, based on the anime series Devil Hunter Yohko, is a side-scrolling action game with platform elements along the lines of Valis series. The player controls Yōko who is equipped with a sword. The heroine travels through various worlds with different themes (plant-covered surface, water, cave systems, snow landscape, etc.).

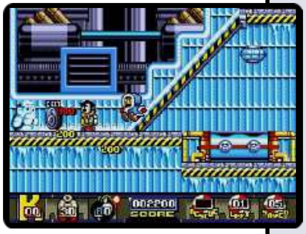
"mobygames.com"

妖 子
第7の警鐘
PUSH START BUTTON
© NCS corp. 1991
© MUTSUKI&MIYAO 1989

J

6.6

S.S. LUCIFER
MAN OVERBOARD!™
START GAME
ENTER PASSWORD
PLAYERS 1



P

Man Overboard! S.S. Lucifer

Developer	Odysseus Software
Publisher	Codemasters
Release date	(eu) 1994
Genre	Platformer, Puzzle
Mode	1-2 Players

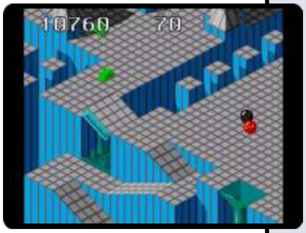
S.S. Lucifer: Man Overboard!, also known as Sink or Swim, is an action/puzzle game very similar in style to Lemmings. Each level has a certain number of passengers on it, and a certain quota to save to pass. Kevin, the player character, must guide the passengers to their level exit, and then make his way to his own exit. There may be obstacles in the way, and there may also be water pouring into the ship's compartment, forcing the player to play quickly.

MAN OVERBOARD!
100 LEVELS MANIC ACTION
2 PLAYER OPTION
Codemasters
16-BIT CARTRIDGE
Licensed by Sega Enterprises Ltd. for play on the
SEGA MEGADRIVE SYSTEM

Rarity EU: 5

6.6

MARBLE MADNESS™
GENESIS VERSION BY MICHAEL SCHWARTZ
MUSIC AND SOUND BY STEVE HAYES
© 1991 ATARI GAMES CORPORATION AND ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD



J N P

Marble Madness

Developer	Atari
Publisher	Electronic Arts
Release date	(us) 1991 (eu) January, 1992
Genre	Puzzle
Mode	1-2 Players

Marble Madness was originally developed by Atari Games, with Mark Cerny as the lead designer and Bob Flanagan as the software engineer. Its popularity saw numerous ports to home platforms, including the Mega Drive.

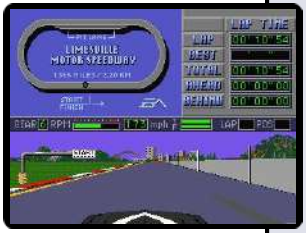
The object of the game is to move a marble down an isometric field from one point to another, making sure not to fall of ledges or be damaged in other ways.

ELECTRONIC ARTS
AN ARCADE CLASSIC!
PROGRAMMED BY MICHAEL SCHWARTZ
MARBLE MADNESS
SEGA
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 4
Rarity EU: 4

6.6

MARIO
ANDRETTI
RACING™
COPYRIGHT 1994 ELECTRONIC ARTS, INC.
LICENSED BY SEGA ENTERPRISES LTD.


LIMESVILLE MOTOR SPEEDWAY
LAP
BEST
TOTAL
AHEAD
BEHIND
LAP TIME
mph
POS

N P B

Mario Andretti Racing

Developer	High Score Productions
Publisher	Electronic Arts
Release date	(us) 1994 (eu) 1994
Genre	Racing
Mode	1-2 Players

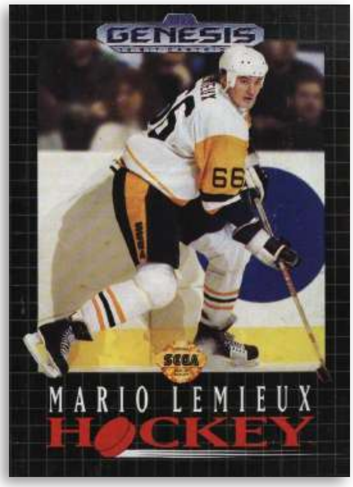
Mario Andretti Racing was produced by famed sports game developer Scott Orr as part of his collaboration with Richard Hilleman in the creation of EA Sports.

In the US this game was released twice, once in a traditional plastic "clamshell" case, and again in cardboard packaging. The latter release is far less common than the former, and sports a traditional rectangular US Genesis cartridge with regular Genesis "red stripes."

EA SPORTS PRESENTS
Mario
ANDRETTI
RACING
SPRINT
STOCK
INDY
SEGA
BY STORMFRONT STUDIOS AND HIGH SCORE PRODUCTIONS
GA

Rarity US: 2
Rarity EU: 4

Mario Lemieux Hockey


GENESIS
SEGA
MARIO LEMIEUX HOCKEY

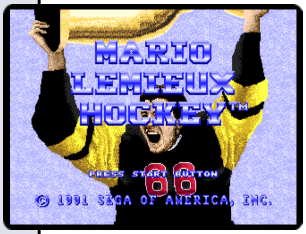
Rarity US: 1
Rarity EU: 3

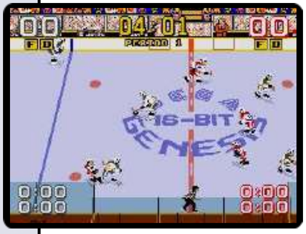
Developer	Ringler Studios
Publisher	Sega
Release date	(us) 1991
	(eu) 1992
Genre	Sports
Mode	1-2 Players

Mario Lemieux Hockey is an ice hockey game released exclusively for the Mega Drive. The game contains an exhibition, tournament, shootout, and a fight mode. It also has 16 teams that represent the cities of real NHL teams but the game does not contain either real NHL teams or players.

In the US, some versions of the game were distributed with "signed" hockey pucks.

6.3


MARIO LEMIEUX HOCKEY™
PRESS START BUTTON
© 1991 SEGA OF AMERICA, INC.


16-BIT GENESIS

N P

Marko's Magic Football Marko

SEGA
GENESIS
MARKO
DOMARK
GA

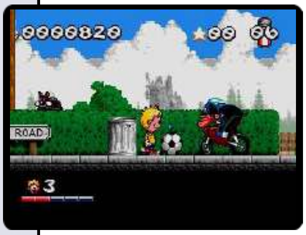
Rarity US: 6
Rarity EU: 3

Developer	The Cartoon Mavericks
Publisher	Domark
Release date	(us) 1994
	(eu) 1994
Genre	Platformer
Mode	1 Player

In Marko's Magic Football players take the role as Marko, a football player who uses his football to complete various platforming tasks. He has to find his way through numerous platform levels filled with enemies and obstacles. Using his magic football, he can perform various moves and attacks. He can kill his enemies with different kicks, header shots, bicycle kicks and also use his ball as a trampoline.

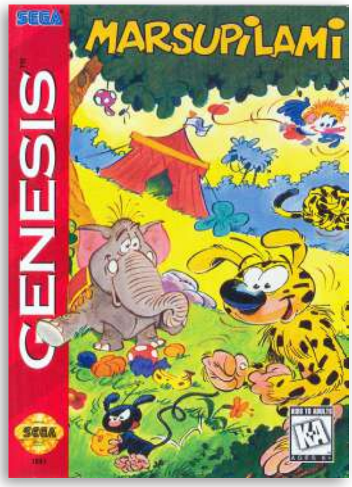
5.4

MARKO
LICENSED BY
SEGA ENTERPRISES, LTD.
1994


0000820
ROAD
3

N P B

Marsupilami


SEGA
GENESIS
MARSUPILAMI

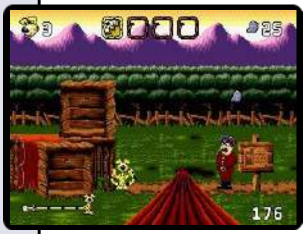
Rarity US: 4
Rarity EU: 4

Developer	Marsu
Publisher	Sega
Release date	(us) 1996
	(eu) 1995
Genre	Platformer
Mode	1 Player

Based on the character developed by Belgian cartoon artist Franquin, the game features the player controlling Marsupilami, also known as Spiralis. While it might seem a typical platform game at first sight, it includes a twist: Instead of dozens of enemies, Marsupilami has to guide Bonelli through gaps and other obstacles, by shaping his tail intro stairs, bridges or an umbrella.

5.6

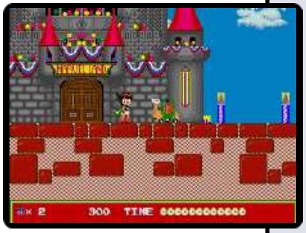
MARSUPILAMI
Start
Options
(C)1995 Marsu
Licensed to Sega Enterprises Ltd.
(C)1996 Sega All Rights Reserved



N P B

6.6

Marvel Land TM
PRESS START BUTTON!
namco
©1989 1991 NAMCO LTD.
ALL RIGHTS RESERVED



J N P

Marvel Land

Developer	Namco
Publisher	Namco
Release date	(us) 1991 (eu) 1992
Genre	Action
Mode	1 Player

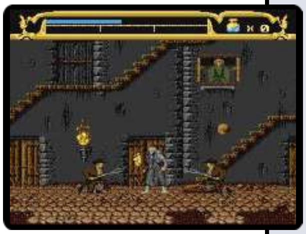
Marvel Land is a 1989 arcade game by Namco ported to the Mega Drive in 1991. Marvel Land is a popular amusement park at the heart of Coni. One day, Mole, the king of the "under dwellers," took over Marvel Land by imprisoning the four fairy guards in crystals and kidnapping the Princess Wondra. The player, as Prince Talmit, sets out to rescue them all and free Marvel Land.

namco
GENESIS
Marvel Land

Rarity US: 5
Rarity EU: 3

3.4

MARY SHELLEY'S
FRANKENSTEIN
START
OPTIONS
PASSWORD



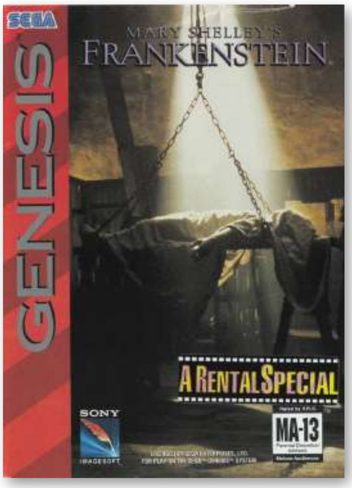
N

Mary Shelley's Frankenstein

Developer	Bits Corporation
Publisher	Sony Imagesoft
Release date	(us) 1994
Genre	Action-platformer
Mode	1 Player

Based of the 1994 movie of Frankenstein, the player is the monster created by Victor Frankenstein. After Victor rejects his creation due to its hideous appearance, the creation flees from Victor and swears revenge on him. The player goes through a number of levels, battling anything that attacks with a wooden stick.

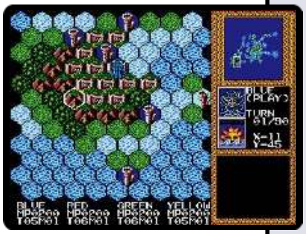
"mobygames.com"


SEGA
GENESIS
MARY SHELLEY'S
FRANKENSTEIN
A RENTAL SPECIAL
SONY
MA-13

Rarity US: 3

8.2

Master of Monsters
PUSH START BUTTON
©1991 TOSHIBA EMI
©1989 SYSTEM SOFT


BLUE
RED
GREEN
YELLOW

J N

Master of Monsters

Developer	Systemsoft
Publisher	Renovation Products
Release date	(us) 1991
Genre	Strategy
Mode	1-4 Players

Master of Monsters, first released in 1988 for the PC-88, plays similarly to the Daisenryaku games. Gameplay engages players by permitting them to summon and move monsters around a board in an effort to capture towers and to eventually defeat the opponents. Other notable features were the large variety of monsters, upgrading of veteran units and control of a "Master" character who, if killed, can end the game for that player.

GENESIS
SEGA
Master of Monsters
RENOVATION

Rarity US: 5

メガドライブ専用
MASTER OF WEAPON
マスター オブ ウェポン
TAITO

Master of Weapon

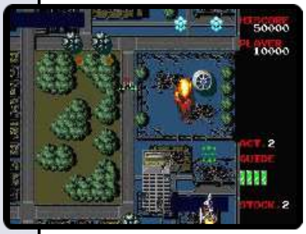
Developer	Taito
Publisher	Taito
Release date	(jp) September 27, 1991
Genre	Shooter
Mode	1 Player

Master of Weapon is a basic shoot 'em.

On weird note of interest is that the game oddly foreshadows the World Trade Center attack of September 11, 2001. In the game, the ship can shoot at tall, rectangular office buildings that are sometimes grouped in pairs, and which collapse straight down into a cloud of debris after several hits. The coincidence doesn't end there – at the beginning of the game, text displayed on-screen specifies that the date is "September 11, 199X".

8.5

MASTER OF WEAPON
PUSH START BUTTON
TAITO
© TAITO CORPORATION 1991
ALL RIGHTS RESERVED


HISCORE 50000
PLAYER 10000
ACT 2
SPEED
STOCK 2

J

魔天の創滅
メガドライブ専用
講談社総研

Maten no Sōmetsu

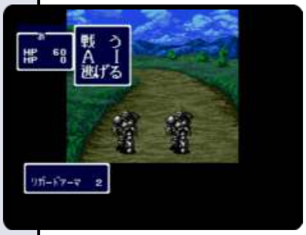
Developer	Kodansha
Publisher	Kodansha
Release date	(jp) December 29, 1993
Genre	Role-playing
Mode	1 Player

Maten no Sōmetsu is a traditional Japanese RPG set in a medieval environment, with randomly appearing enemies whom players fight in turn-based style, viewing the battle field from first-person perspective.

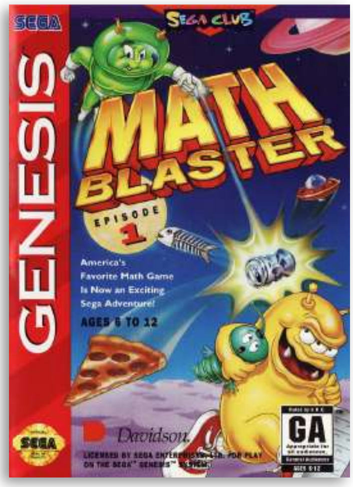
The game features the use of a swastika to describe a holy temple in the game. Despite contemporary usage by Nazi Germany, the swastika actually refers to the use by the Buddhists and the Hindus as a religious symbol.

3.2

魔天の創滅
PUSH START BUTTON
(C)1993 講談社総研



J


SEGA
SEGA CLUB
GENESIS
MATH BLASTER
EPISODE 1
America's Favorite Math Game is Now an Exciting Sega Adventure!
AGES 6 TO 12
Davidson
GA

Rarity US: 5

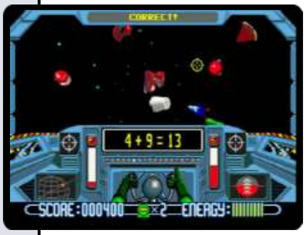
Math Blaster: Episode 1

Developer	Davidson & Associates
Publisher	Davidson & Associates
Release date	(us) September 14, 1994
Genre	Edutainment
Mode	1 Player

Math Blaster Episode 1: In Search of Spot is a video game in a line of educational products created by Davidson & Associates and a remake of their earlier New Math Blaster Plus! from 1991. A version of the game was released for the Mega Drive as part of the Sega Club line of educational video games. The game aims to help children 6 to 12 with their skills in math and has an adjustable difficulty system to help children of different levels.

4.8

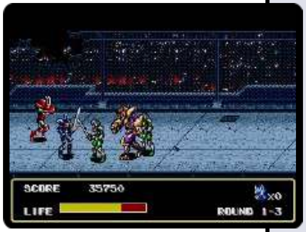
MATH BLASTER
EPISODE ONE


CORRECT!
4+9=13
SCORE:000400
2
ENERGY:

N

6.6

MAZIN SAGA
PRESS START BUTTON
ORIGINAL AUTHOR : GO NAGAI
©DYNAMIC PLANNING, INC.
©SEGA 1993
HI-SCORE 0


SCORE 35750
LIFE
ROUND 1-3

J N P

Mazin Saga: Mutant Fighter

Developer	Dynamic Planning
Publisher	Sega
Release date	(us) February 25, 1993 (eu) 1993
Genre	Beat ‘em up
Mode	1 Player

Mazin Saga: Mutant Fighter, known as Mazin Wars in PAL region, is a beat em’up/versus fighting game based on the MazinSaga manga by Go Nagai, which was in turn a spin-off of Nagai’s original Mazinger Z., allowing Mazinger Z to battle Bio Beasts.

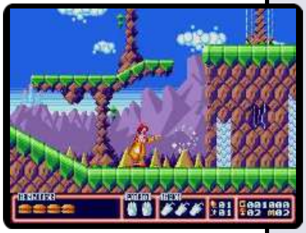
Mega gave the game 65%, saying that it was not as good as Streets of Rage 2.

SEGA
GENESIS
VIC TOKAI INC.
Mazin Saga
Mutant Fighter
GA

Rarity US: 2
Rarity EU: 4

7.3

McDonald's
Treasureland
Adventure
GAME START
PASSWORD
OPTION
© 1993 McDonald's Corp.
© 1993 SEGA



J N P B

McDonald’s Treasure Land Adventure

Developer	Treasure
Publisher	Sega
Release date	(us) July 15, 1993 (eu) March, 1993
Genre	platformer
Mode	1 Player

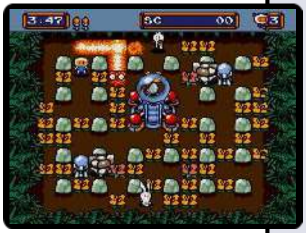
Based on the McDonald’s fast food franchise and four of its corporate mascots from McDonaldland (Ronald McDonald, Hamburglar, Grimace, and Birdie the Early Bird), the game follows the adventures of Ronald McDonald in an attempt to find four pieces of a treasure map, and ultimately, the treasure to which it leads.

GENESIS
McDonald's
Treasure Land
Adventure
GA
SEGA

Rarity US: 5
Rarity EU: 6

8.1

MEGA BOMBERMAN
PRESS START BUTTON
NORMAL GAME
BATTLE GAME
PASSWORD
© 1994 HUDSON SOFT



N P B

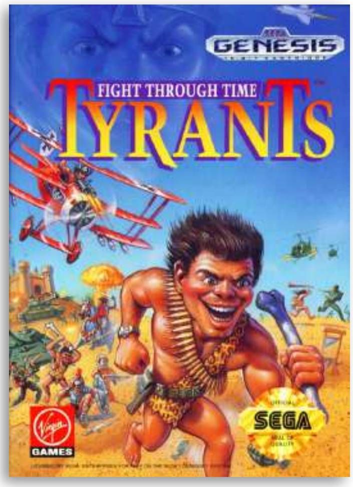
Mega Bomberman

Developer	Westone
Publisher	Sega
Release date	(us) 1994 (eu) November, 1994
Genre	Action
Mode	1-4 Players

Mega Bomberman is a port of Bomberman ‘94 for the PC Engine. The port had some differences, such as fewer options in multi-player, and some different music (for example, Jammin’ Jungle’s music in the original version was reused as the first level in Super Bomberman 4, but is entirely different in the other version).

SEGA
GENESIS
1-4 Player Puzzle Game
MEGA BOMBERMAN
K-A

Rarity US: 5
Rarity EU: 2


GENESIS
FIGHT THROUGH TIME
TYRANTS
Virgin GAMES
SEGA

Rarity US: 4
Rarity EU: 3

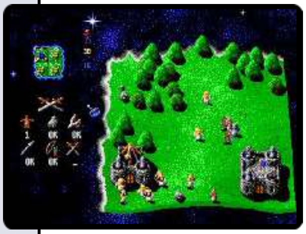
Mega-Lo-Mania

Developer	Sensible Software
Publisher	Virgin Interactive
Release date	(us) 1992 (eu) April 5, 1993
Genre	Strategy
Mode	1 Player

Mega-Lo-Mania, known as Tyrants: Fight Through Time in North America, is a strategy game developed by Sensible Software for numerous systems including the Mega Drive. The object of the game is to conquer 28 islands, divided into nine Epochs that span the history of mankind. As a God, the player must lead his or her people by instructing them to do a number of different tasks such as create buildings and form an army.

7.1

Virgin GAMES
Sensible SOFTWARE
MEGA lo MANIA
© 1992 SENSIBLE SOFTWARE
PUBLISHED BY VIRGIN GAMES
LICENSED BY SEGA ENTERPRISES



J N P

MEGA DRIVE
CAPCOM
MEGA MAN
THE WILY WARS
SEGA

Rarity EU: 6

Mega Man: The Wily Wars

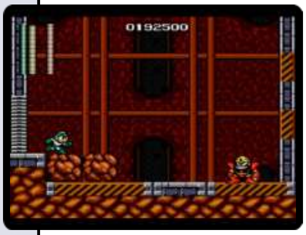
Developer	Capcom
Publisher	Capcom
Release date	(eu) October 20, 1994
Genre	Compilation
Mode	1 Player

Mega Man: The Wily Wars features remakes of the first three Mega Man games (Mega Man, Mega Man 2, and Mega Man 3) that were originally released for the NES, and is a pseudo-sequel of sorts for these titles.

Artist Keiji Inafune claimed that the development of The Wily Wars was outsourced and rather slowgoing. He described the debugging procedure for The Wily Wars as “an absolute nightmare”, even helping out in the process himself.

7.8

MEGAMAN®
THE WILY WARS
PRESS START
CAPCOM
LICENSED BY
SEGA ENTERPRISES, LTD.



J Sc P

MEGA SWIV
MEGA DRIVE
SEGA

Rarity EU: 5

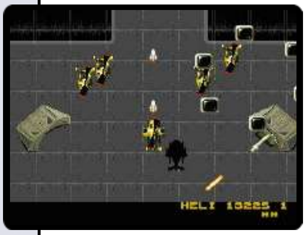
Mega SWIV

Developer	The Sales Curve
Publisher	Time Warner Interactive
Release date	(eu) 1995
Genre	Shooter
Mode	1-2 Players

Mega SWIV, also known as Super SWIV and Firepower 2000, is the third game in the series, following 1988’s Silkworm. Players can choose to control either the Helicopter or the Jeep, which have different advantages—for instance, the Helicopter is not stopped by obstacles but the Jeep can fire in any direction. There are nine weapons (five permanent, four short-lasting specials) players can pick up along the way to help them destroy the enemy.

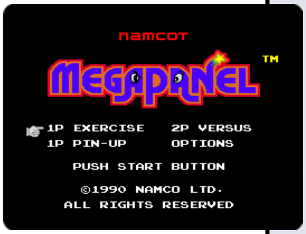
5.7

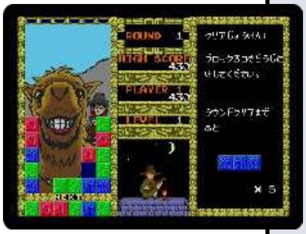
Mega SWIV™
PRESS START TO PLAY
PRESS A/B/C FOR OPTIONS
LICENSED TO
TIME WARNER INTERACTIVE.
™&©1994 SALES CURVE INTERACTIVE



P

7.3


namcot
MEGAPANEL
TM
1P EXERCISE
2P VERSUS
1P PIN-UP
OPTIONS
PUSH START BUTTON
©1990 NAMCO LTD.
ALL RIGHTS RESERVED


ROUND 1
HIGH SCORE
PLAYER
LEVEL
NEXT

J

Megapanel

Developer Namco
Publisher Namco
Release date (jp) November 22, 1990
Genre Puzzle
Mode 1-2 Players

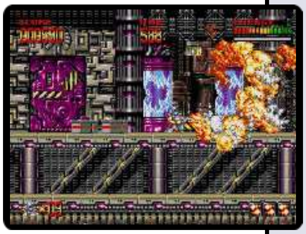
Megapanel is a sliding puzzle game similar to fifteen-tile puzzle games. The aim is to clear as many panels as possible before the pile reaches the top of the screen. In order to clear panels, three or more panels of the same color must be lined up together either vertically or horizontally. A new life is awarded every 10000 points.

"segaretro.org"

namcot
MEGAPANEL
メガパネル
メガドライブ専用

7.9

MEGA
TURRICAN
START
OPTIONS
©1994 FACTOR 5
PUBLISHED BY DATA EAST USA
LICENSED BY
SEGA ENTERPRISES, LTD.



N P

Mega Turrican

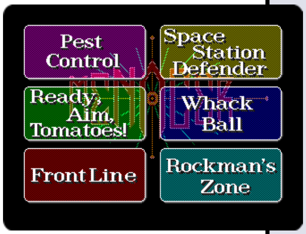
Developer Factor 5
Publisher Data East
Release date (us) 1994
(eu) 1994
Genre Action-platformer
Mode 1 Player

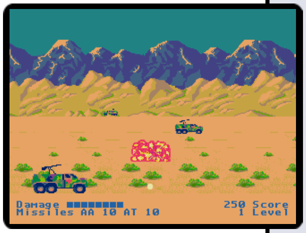
Mega Turrican, the third in the series, have players complete numerous large levels always searching for secrets to pick up and enemies to shoot. Players can pick up three different, upgradeable shots: a "Multiple" spread gun, a more powerful, single-direction "Laser" and a "Rebound", which fires shots directly up and down that travel along floors and ceilings, while the main forward-firing shot is weaker.

SEGA
GENESIS
MEGA
TURRICAN
DATA EAST
GA

Rarity US: 2
Rarity EU: 4

5.1


Pest Control
Space Station Defender
Ready, Aim, Tomatoes!
Whack Ball
Front Line
Rockman's Zone


Damage
Missiles AA 10 AT 10
250 Score
1 Level

N P B

Menacer 6-game cartridge

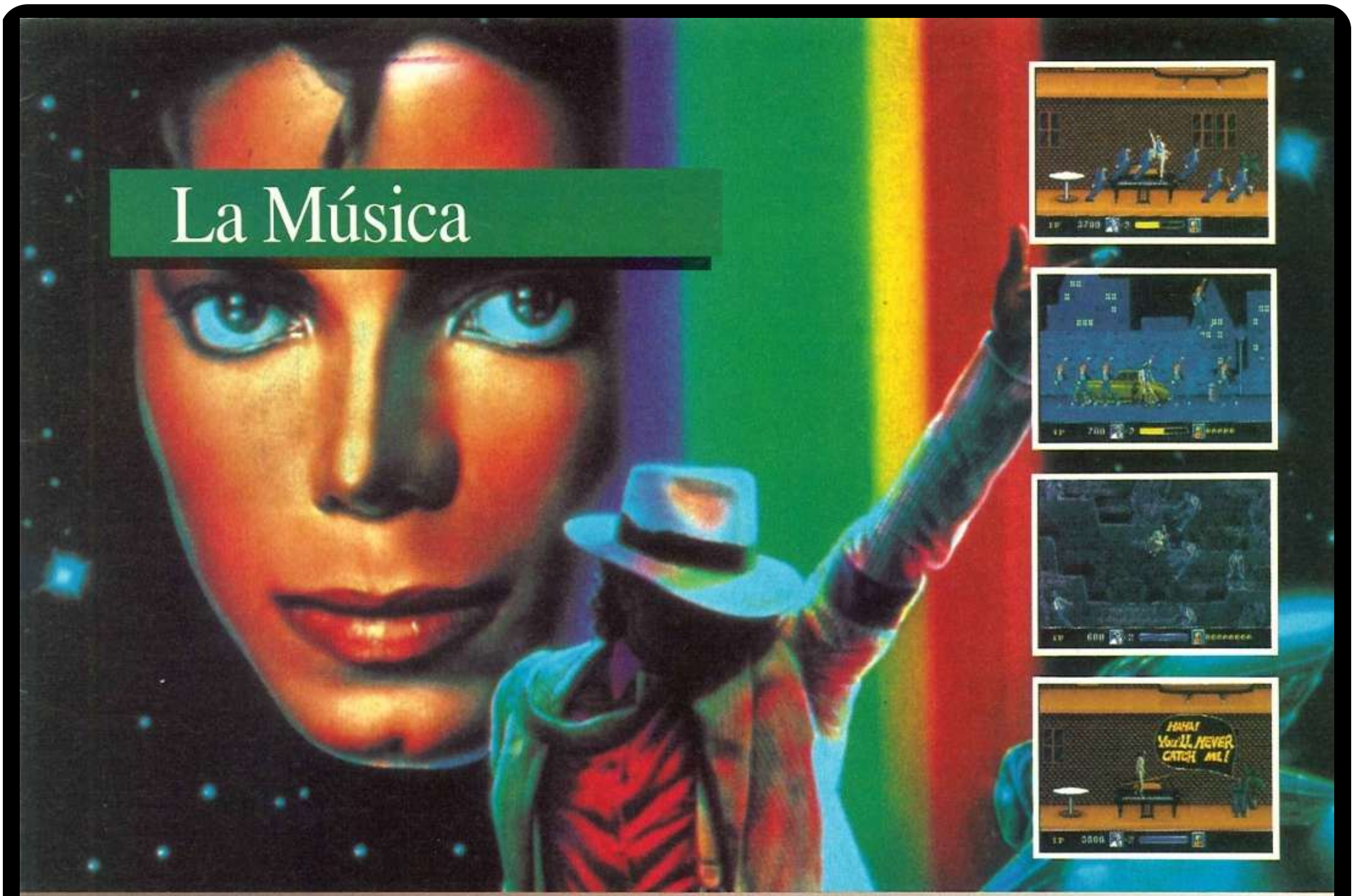
Developer Sega
Publisher Sega
Release date (us) 1992
(eu) 1992
Genre Light-gun
Mode 1 Player

The Menacer 6-Game Cartridge is a cartridge containing six light gun games for use with the Sega Menacer. The Menacer came bundled with this cartridge, and predictably it is not compatible with any other Mega Drive peripheral.

Multiple reviewers found the pack-in six-game cartridge games subpar and repetitive. Mean Machines's Gus wrote that the games were all too simple and easy.

MENACER
GENESIS
6-GAME
CARTRIDGE
SEGA

Rarity US: 3
Rarity EU: 2


HAHA! YOU'LL NEVER CATCH ME!

La Música

Los Instrumentos

Consola 16 Bits MEGADRIVE

Consola Portátil Color GAME GEAR

Consola 8 Bits MASTER SYSTEM II

En "MOONWALKER" de M. Jackson, en "FANTASIA" de Mickey, en "GHOULS'N GHOSTS" o en cualquiera de los más de 150 juegos del catálogo.

Las Videoconsonlas SEGA se convierten en los más fantásticos instrumentos para disfrutar de la música y de todos los efectos acústicos con la máxima calidad profesional.

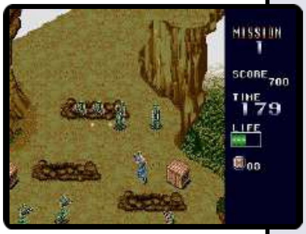
Juegos con el mejor sonido; como corresponde a una marca líder en el mundo.

SEGA

Vive Una Aventura Segura

7.6

MERCS
PRESS START BUTTON
©CAPCOM 1990
REPROGRAMMED GAME ©SEGA 1991


MISSION 1
SCORE 700
TIME 179
LIFE

J N P B

Mercs

Developer	Capcom, Sega
Publisher	Capcom
Release date	(us) October, 1991 (eu) December, 1991
Genre	Shooter
Mode	1 Player

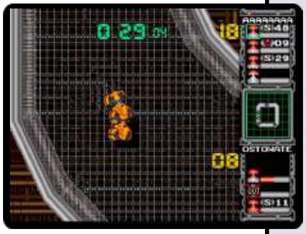
Mercs is a followup to the 1985 game, Commando. The game features two different game modes: an “Arcade Mode”, which features the same plot and stages as the arcade version, as well as an “Original Mode” that introduces a new plot with all new stages. Unlike the arcade version, the Mega Drive version of Mercs only allows for a single player, a point which MegaTech magazine considered the game’s only weakness.

SEGA GENESIS
MERCS

Rarity US: 4
Rarity EU: 3

5.0

METAL FANGS
PUSH START BUTTON
1P GAME
2P GAME
PASSWORD
OPTION
(C) 1992 VICTOR MUSICAL INDUSTRIES,INC.

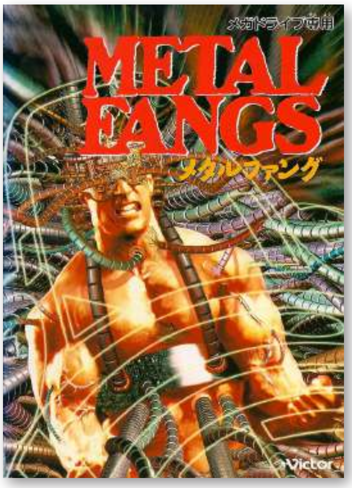


J

Metal Fangs

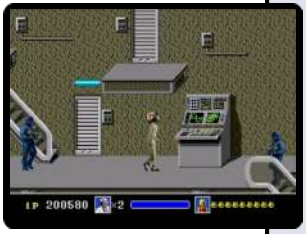
Developer	Victor Entertainment
Publisher	JVC
Release date	(us) December 17, 1993
Genre	Racing
Mode	1-2 Players

Metal Fangs is a unique futuristic battle driving game, where the player controls a team of racers and must attempt to destroy the competing team. Each “race” is made up of two heats of two parts each, and hits or kills on the other team earns points. During each heat, each team takes one turn attacking and one turn defending. The team with the most points at the end of the last heat wins a reward and moves on to the next match.


メガドライブ専用
METAL FANGS
メタルファング
Victor

7.0

MICHAEL JACKSON'S
MOONWALKER
PRESS START BUTTON

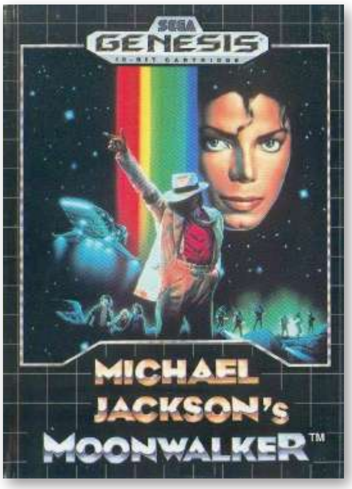


J N P B

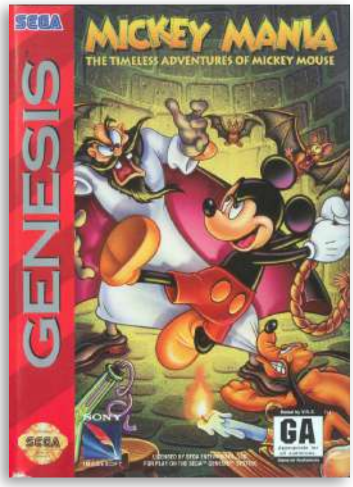
Michael Jackson’s Moonwalker

Developer	Sega
Publisher	Sega
Release date	(us) 1990 (eu) February, 1991
Genre	Beat ‘em up
Mode	1-2 Players

The Sega version were based on an evolved version of the home computer version (with gameplay somewhat similar to the Shinobi series), in contrast to the arcade version which was a three-quarters view shooter/fighter type game. The game involves the player controlling the pop star in a quest to save all the kids that have been kidnapped by Mr. Big.


SEGA GENESIS
MICHAEL JACKSON'S
MOONWALKER

Rarity US: 3
Rarity EU: 2


SEGA
GENESIS
MICKEY MANIA
THE TIMELESS ADVENTURES OF MICKEY MOUSE
SONY
GA

Rarity US: 4
Rarity EU: 2

Mickey Mania: The Timeless Adventures of Mickey Mouse

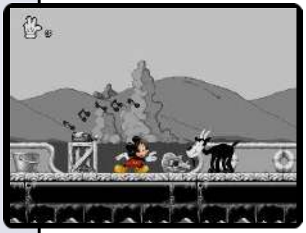
Developer	Traveller's Tales
Publisher	Sony Imagesoft
Release date	(us) November, 1994 (eu) October, 1994
Genre	Platformer
Mode	1 Player

Mickey Mania is a platformer in which players control Mickey Mouse as he visits various locations based on his past cartoons, ranging from his debut in Steamboat Willie to the more recent The Prince and the Pauper.

This is the first game that video game designer David Jaffe, known for the God of War franchise. worked on.

7.3

MICKEY MANIA
THE TIMELESS ADVENTURES OF MICKEY MOUSE



J N P

SEGA
GENESIS
Mickey's Ultimate Challenge
Five Magical Puzzles Full Of Family Fun!
HI TECH EXPRESSIONS
GA

Rarity US: 3

Mickey's Ultimate Challenge

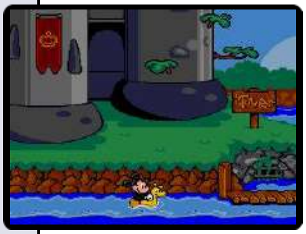
Developer	Designer Software
Publisher	Hi Tech Expressions
Release date	(us) 1994
Genre	Puzzle
Mode	1 Player

Mickey's Ultimate Challenge is a puzzle game where players must complete challenges to beat the game. Players must go through a series of challenges in various rooms of the castle in order to collect magic beans and items.

Electronic Gaming Monthly gave the Genesis version a 6.25 out of 10. They remarked that the game is much too easy for puzzle veterans but would be good fun for younger players.

5.5

MICKEY'S
Ultimate
Challenge



N

THE ORIGINAL
Micro Machines
SCALE MINIATURES
U.K. Number 1 Best Seller
"Superb playability 97% Mean Machines (U.K.) Magazine
16-BIT CARTRIDGE
SEGA
"Includes HEAD TO HEAD 2 player racing option"
Codemasters
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 4
Rarity EU: 2

Micro Machines

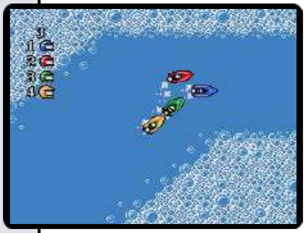
Developer	Codemasters
Publisher	Codemasters
Release date	(us) September 14, 1993 (eu) 1993
Genre	Racing
Mode	1-2 Players

Micro Machines is a top-down racing game by Codemasters, themed around Galoob's brand of toys of the same name. It was originally released for the NES in 1991, before being brought to the Mega Drive in 1993.

What sets the game apart from its competition of the day is the size of the vehicles used, so rather than simply racing around a generic track, the player must race around much smaller areas such as table tops.

7.5

THE ORIGINAL
Micro Machines
SCALE MINIATURES
SPORTS CARS
WRITTEN BY CODEMASTERS



N P

8.0

MicroMachines
2
TURBO TOURNAMENT
PLEASE SELECT OPTION
1 PLAYER
2 PLAYER
PARTY PLAY
VIEW STATS

P

Micro Machines 2: Turbo Tournament

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) November 25, 1994
Genre	Racing
Mode	1-8 Players

Micro Machines 2 featured vehicles which required different handling techniques for each course, including hovercraft and helicopters.

A selling point for the game was the J-Cart, a cartridge including two control ports, thus eliminating the need for a 4-player adaptor.

MicroMachines
2
TURBO TOURNAMENT
"Probably the most playable game in the whole world!"
97%
Overall Rating GAMESMASTER Magazine
1-8 PLAYER ACTION
J-CART
Codemasters
SEGA MEGA DRIVE SYSTEM

Rarity EU: 1

8.3

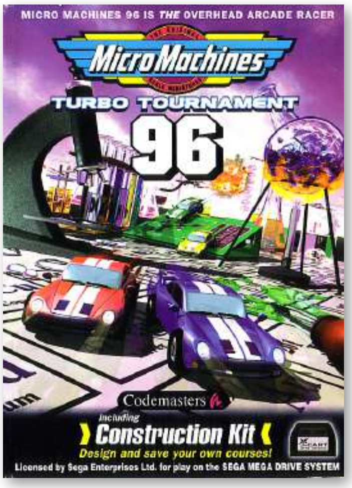
MicroMachines
TURBO TOURNAMENT
'96
1 Player
2 Player
Extra Options

P

Micro Machines: Turbo Tournament '96

Developer	Supersonic Software
Publisher	Codemasters
Release date	(eu) October 20, 1995
Genre	Racing
Mode	1-8 Players

An updated version of Micro Machines 2: Turbo Tournament was only released in PAL regions for the Mega Drive entitled Micro Machines Turbo Tournament '96. The updated version featured new tracks combined with some updated tracks from Micro Machines 2. It also featured a track construction kit previously included in the MS-DOS version.


MICRO MACHINES 96 IS THE OVERHEAD ARCADE RACER
MicroMachines
TURBO TOURNAMENT
96
Codemasters
Including
Construction Kit
Design and save your own courses!
Licensed by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM

Rarity EU: 2

7.5

MicroMachines
MILITARY
Please Select Option
1 Player
2 Player
Extra Options

P

Micro Machines Military

Developer	Supersonic Software
Publisher	Codemasters
Release date	(eu) November 15, 1996
Genre	Racing
Mode	1-8 Players

Only released in PAL regions for the Mega Drive, this game features all new tracks and military vehicles. These vehicles feature weapons enabling the player to attack opponents. There are different game types, such as regular races (challenges), time trials, and battle arenas, in which players have to survive for a set amount of time while enemy vehicles charge. Other players can be shot to slow them down.

THE ULTIMATE OVERHEAD COMBAT RACER
MicroMachines
MILITARY
"Excellent!"
92%
Codemasters
Licensed by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM

Rarity EU: 3

SEGA GENESIS
16-BIT CARTRIDGE
8 MEGA MEMORY
MIDNIGHT RESISTANCE

Rarity US: 3

Midnight Resistance

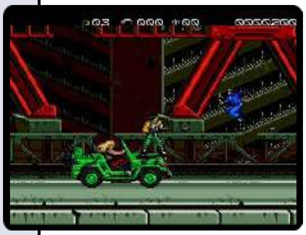
Developer Data East
Publisher Data East
Release date (us) 1991
(eu) N/A *(may, or may not, had a German release)*
Genre Run n` gun
Mode 1 Player

Midnight Resistance features play mechanics and controls similar to that of the Contra series. The game is set in a dystopian future where the player controls a member of a resistance movement who goes on a mission to rescue his kidnapped family from a drug kingpin.

MegaTech magazine praised the weapons and action, but criticised the lack of two-player mode and said that the game was too easy.

6.9

MIDNIGHT RESISTANCE
START
OPTION
© 1990 DATA EAST CORP.



J N P

MiG-29
FIGHTER PILOT
GENESIS
DOMARK
SEGA

Rarity US: 3
Rarity EU: 3

MiG-29 Fighter Pilot

Developer The Kremlin
Publisher Domark
Release date (us) 1993
(eu) 1993
Genre Simulation, Shooter
Mode 1 Player

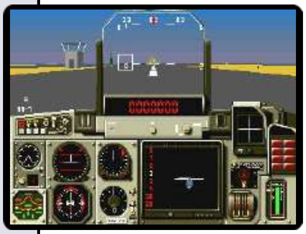
MiG-29: Fighter Pilot is a successor to MiG-29 Fulcrum by Simis; this time the theater of operations is the Middle East. The game is divided into 5 missions plus a tutorial mission.

The game features real-time 3D polygon graphics and there are even several short video clips, something very uncommon for Genesis hardware.

"mobygames.com"

5.9

Licensed by SEGA Enterprises Ltd.
MiG-29
© 1993 DOMARK Group Ltd.



J N P B

ELECTRONIC ARTS
Might and Magic
Gates to Another World
6 MEGA
NEW WORLD COMPUTING
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 4
Rarity EU: 5

Might and Magic II: Gates to Another World

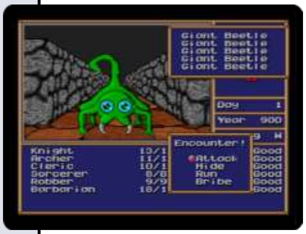
Developer New World Computing
Publisher Electronic Arts
Release date (us) July, 1991
(eu) August, 1991
Genre Role-playing
Mode 1 Player

Gates to Another World is the second installment in the Might and Magic series, and a sequel to Secret of the Inner Sanctum. Core gameplay is similar to predecessor, with the player creating a party of six characters and exploring vast first-person 3D environments, while fighting enemies in turn-based combat and leveling up.

"mobygames.com"

7.0

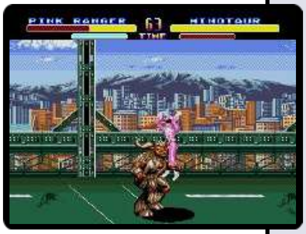
Might and Magic
Gates to Another World
Licensed by:
Sega Enterprises Ltd.
Go to Towns
Create Character
Delete Character
Initialize Game


Giant Beetle
Giant Beetle
Giant Beetle
Giant Beetle
Encounter!
Knight
Archer
Cleric
Sorcerer
Robber
Barbarian
Attack
Hide
Run
Bribe

N P

6.4

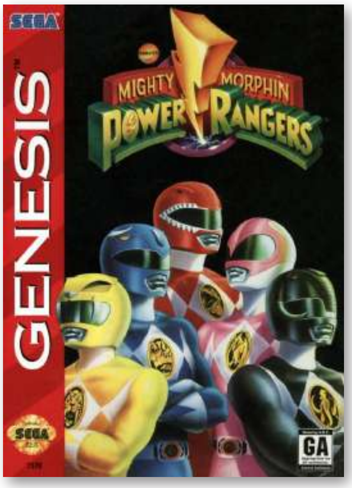
MIGHTY MORPHIN
POWER RANGERS


PINK RANGER
63
MINOTAUR

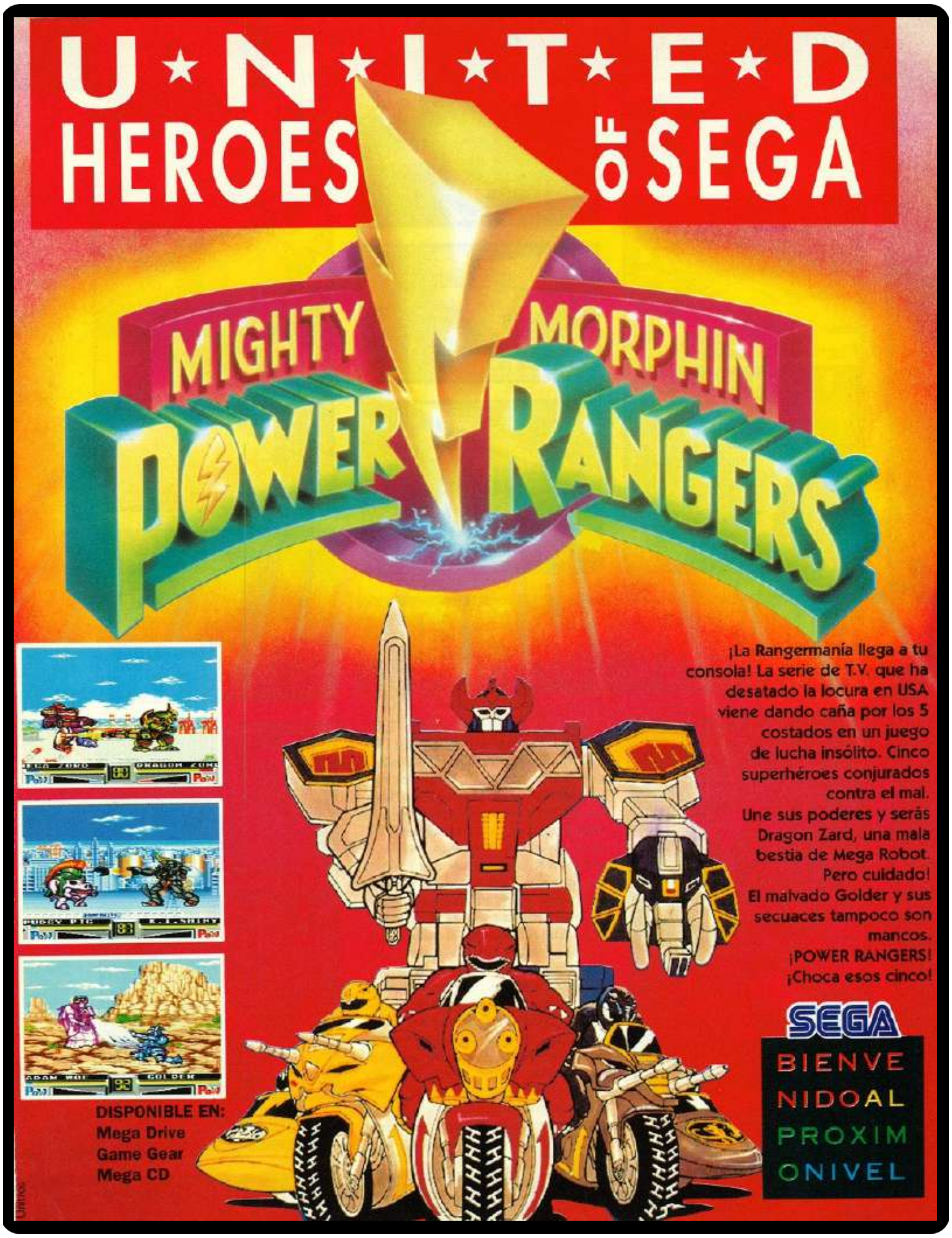
Mighty Morphin Power Rangers

Developer	Banpresto
Publisher	Sega
Release date	(us) May 20, 1994 (eu) 1994
Genre	Fighting
Mode	1-2 Players

The game is a one-on-one competitive fighting game much like Capcom's Street Fighter II, featuring two different game modes, a 1-Player Scenario Mode and a 2-Player Battle Mode. Each character has two basic attacks (normal and fierce), as well as a set of command-based special moves.


SEGA
GENESIS
MIGHTY MORPHIN
POWER RANGERS
GA

Rarity US: 2
Rarity EU: 3


U★N★I★T★E★D
HEROES OF SEGA
MIGHTY MORPHIN
POWER RANGERS
SEGA
BIENVENIDO AL PROXIMO NIVEL

¡La Rangermanía llega a tu consola! La serie de T.V. que ha desatado la locura en USA viene dando caña por los 5 costados en un juego de lucha insólito. Cinco superhéroes conjurados contra el mal.
Une sus poderes y serás Dragon Zard, una mala bestia de Mega Robot.
Pero cuidado!
El malvado Golder y sus secuaces tampoco son mancos.
¡POWER RANGERS!
¡Choca esos cinco!

DISPONIBLE EN:
Mega Drive
Game Gear
Mega CD

SEGA
GENESIS
MIGHTY MORPHIN
POWER RANGERS
THE MOVIE

Rarity US: 3
Rarity EU: 3

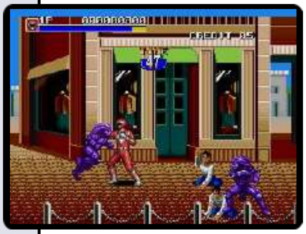
Mighty Morphin Power Rangers: The Movie

Developer	Banpresto
Publisher	Sega
Release date	(us) June 15, 1995 (eu) August 5, 1995
Genre	Beat 'em up
Mode	1-2 Players

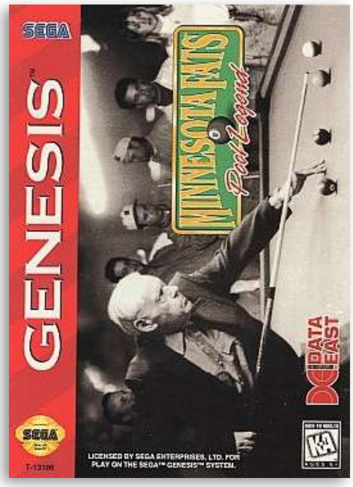
The game is a side-scrolling beat-'em-up that can be played by up to two players, where the player can control both the Rangers themselves or their Zords (depending on the level). The game consists of six stages, with the first two stages and the final one covering events from the film, whereas Stage 3 to 5 are set before the events of the film.

6.9

MIGHTY MORPHIN
POWER RANGERS
THE MOVIE
TM
PRESS START BUTTON



N P B


SEGA
GENESIS
MINNESOTA FATS
Pool Legend
DATA EAST
LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM.
T-13106

Rarity US: 6

Minnesota Fats: Pool Legend

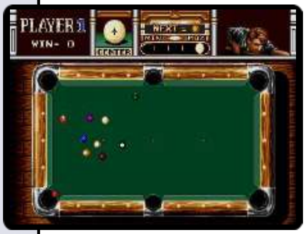
Developer	Data East
Publisher	Data East
Release date	(us) 1995
Genre	Sports
Mode	1-2 Players

Minnesota Fats: Pool Legend is a pocket billiards game featuring famed billiards player Minnesota Fats. It was released as a sequel to Data East's earlier success, Side Pocket. The objective in the game is to defeat AI-controlled competitors. The player can also take on another human player in order to prove his worthiness at the pool table.

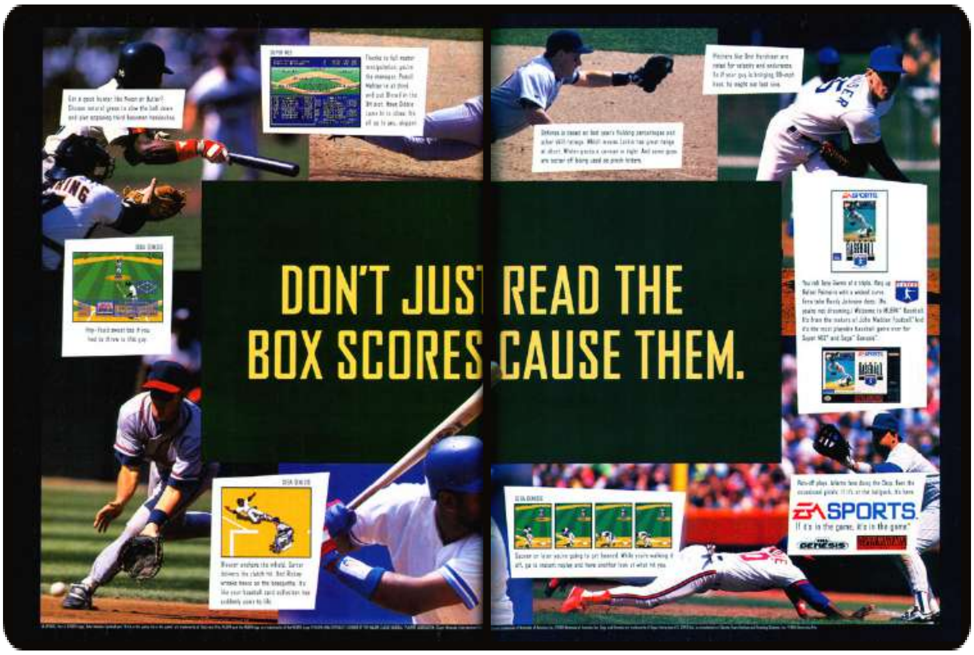
GamePro gave the Genesis version a generally nega-

7.3

MINNESOTA FATS
Pool Legend
© 1995 DATA EAST CORPORATION
LICENSED BY SEGA ENTERPRISES, LTD.

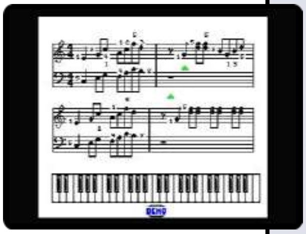

PLAYER 1
WIN- 0
NEXT
CENTER

N


DON'T JUST READ THE
BOX SCORES. CAUSE THEM.
EA SPORTS
If it's in the game, it's in the game.
GENESIS

5.2

THE MIRACLE™
PIANO TEACHING SYSTEM



N

The Miracle Piano Teaching System

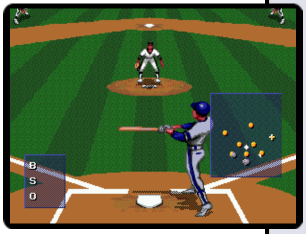
Developer	Software Toolworks
Publisher	Software Toolworks
Release date	(us) 1992
Genre	Edutainemnt
Mode	1 Player

The Miracle system consisted of a keyboard, connecting cables, power supply, soft foot pedals, and software on a licensed Genesis cartridge. After the supplied MIDI keyboard was connected to the console and the included software was loaded, a user followed the on-screen notes. Its marketed value was as a tool to teach kids and to play the piano.

Rarity US: 8

6.3

EA SPORTS PRESENTS
MLBPA
Baseball

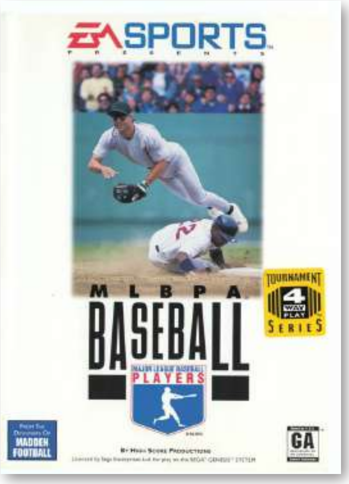


N P

MLBPA Baseball

Developer	High Score Productions
Publisher	Electronic Arts
Release date	(us) 1994
	(eu) N/A
Genre	Sports
Mode	1-4 Players

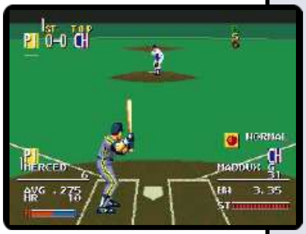
MLBPA Baseball included the 1993 season's major league players and stats thanks to its MLBPA license, but could not use team names for lack of an MLB license. Players can play a single game (with the default teams being Philadelphia at Toronto, the 1993 league champs), a full season based on the 1994 schedule (with wins and losses recorded by battery back-up), playoffs, and a World Series.


EA SPORTS PRESENTS
MLBPA
BASEBALL
TOURNAMENT 4 WAY PLAY SERIES

Rarity US: 1
Rarity EU: 4

7.8

SPORTS TALK BASEBALL™
MLB
© 1992 SEGA

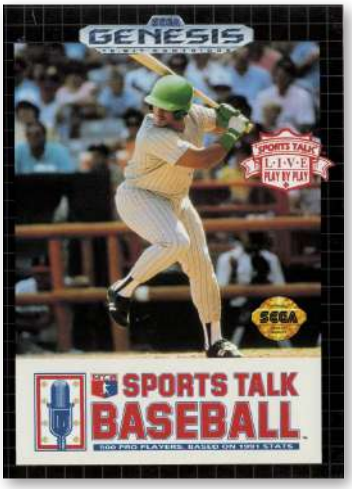


N

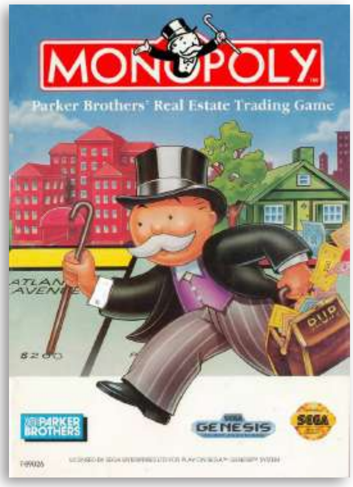
MLBPA Sports Talk Baseball

Developer	Sega AM6
Publisher	Sega
Release date	(us) May, 1992
Genre	Sports
Mode	1-2 Players

Sports Talk Baseball features an official MLBPA license as well as most rules and aspects followed by Major League Baseball. Unlike real professional baseball however, the game ends when one team has 10 or more runs than the other team (win by domination, or "mercy" rule). Players can play either exhibition, regular season, all-star, or playoff games.


GENESIS
SPORTS TALK LIVE PLAY BY PLAY
SPORTS TALK BASEBALL

Rarity US: 1


MONOPOLY
Parker Brothers' Real Estate Trading Game
PARKER BROTHERS
GENESIS
SEGA

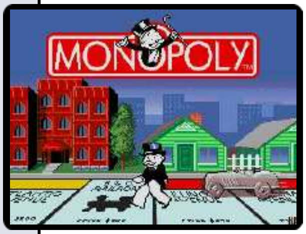
Rarity US: 3

Monopoly

Developer	Magical
Publisher	Parker Brothers
Release date	(us) January 25, 1992
Genre	Board game
Mode	1-8 Players

Monopoly is a conversion of the classic Parker Brothers board game. This conversion of the game features an animated board and movement, along with an interactive bartering system, auction system and property management. However, the conversion lacks the ability to set any of the common "house rules" used when playing the board game, a feature added in later recreations of the game.

6.2



N

Mega Drive Cartridge
MONSTER WORLD
MW IV
モンスターワールドIV
MONSTER WORLD IV
SEGA

Monster World IV

Developer	Westone
Publisher	Sega
Release date	(jp) April 1, 1994
Genre	Platformer
Mode	1 Player

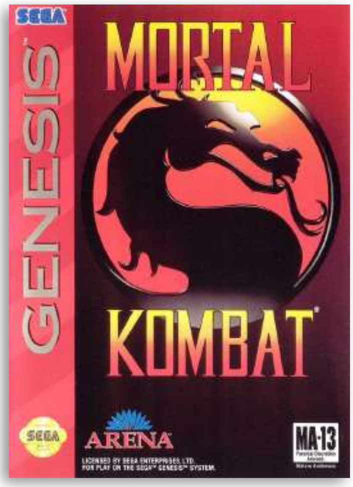
Despite its name, it is actually the sixth game in the series, however Japanese continuity discounts the original Wonder Boy and Wonder Boy III: Monster Lair as being part of this series due to their different gameplay styles.

A departure from previous games, the player now controls a young girl named Arsha (Known as Asha in the English translation), instead of "Wonder Boy" or Shion from Wonder Boy in Monster World.

8.5

MONSTER WORLD
MW IV
PRESS START BUTTON
© 1994 SEGA
ORIGINAL GAME © 1989 WESTONE

J


SEGA
GENESIS
MORTAL KOMBAT
ARENA
MA-13

Rarity US: 1
Rarity EU: 1

Mortal Kombat

Developer	Probe Entertainment
Publisher	Acclaim Entertainment
Release date	(us) September 13, 1993
	(eu) September 13, 1993
Genre	Fighting
Mode	1-2 Players

The Mega Drive version of Mortal Kombat was a mini-success story for Sega. This is because the SNES version, at the time in direct competition with Sega's console, opted for strict censorship, removing blood, toning down fatalities and creating a far less "violent" product. The Mega Drive version was considerably more faithful to the arcade original, and was the preferred choice at the time by consumers.

7.1

MIDWAY
MORTAL KOMBAT
PRESS START

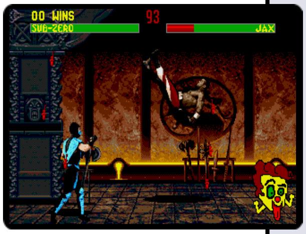
JOHNNY CAGE
KANO
73

J N P B

Mortal Kombat II

7.7

MORTAL KOMBAT II


00 WINS
SUB-ZERO
93
JAX

J N P B

Developer	Probe Entertainment
Publisher	Acclaim Entertainment
Release date	(us) December, 1994 (eu) September 9, 1994
Genre	Fighting
Mode	1-2 Players

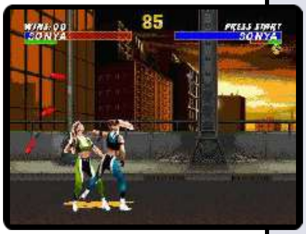
Differences from the Arcade version include a limited color pallette, reduced voice samples, and original game music. Gameplay speed is slightly increased. In the place of Goro's Lair is a slightly modified portal stage, which replaces the reds and oranges with blue. The game endings have also been reduced to text which scrolls across the screen as the winning player poses in Shao Kahns Arena.

SEGA
GENESIS
MORTAL KOMBAT II
Acclaim
MIDWAY
MA-17

Rarity US: 1
Rarity EU: 1

Mortal Kombat 3

7.4

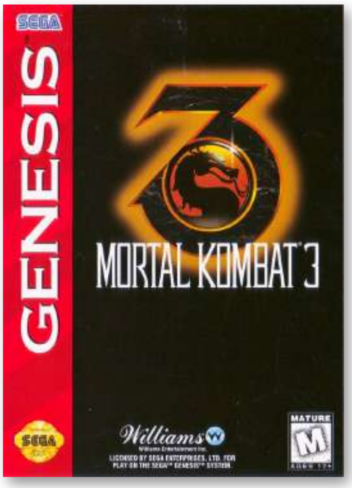

WINS: 00
SONYA
85
PRESS START
SONYA

N P B

Developer	Midway Games
Publisher	Williams Entertainment
Release date	(us) October 13, 1995 (eu) 1995
Genre	Fighting
Mode	1-2 Players

The game plays much like its prequels, although with several new additions to the gameplay. After selecting a character, players can choose a 'tower', which determines the order and number of opponents fought before reaching the final opponent, Shao Kahn.

A combo system is also introduced in this game, with the game displaying the number of hits and damage inflicted with each one performed.

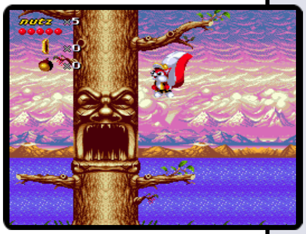

SEGA
GENESIS
3
MORTAL KOMBAT 3
Williams
MATURE
M

Rarity US: 2
Rarity EU: 2

Mr. Nutz

7.0

Mr NUTZ
START
PASSWORD
OPTIONS
© OCEAN 1994



Sc P

Developer	Ocean Software
Publisher	Ocean Software
Release date	(eu) 1994
Genre	Platformer
Mode	1 Player

In the game players take control of Mr. Nutz, who must stop the evil yeti from freezing the world. The game is a standard platformer where the end of the stage has to be reached in order to clear it.

A sequel, titled Mr. Nutz: Hoppin' Mad was released for the Amiga in the following months. It was planned for release on the Sega Mega Drive under the name of Mr. Nutz 2 but was ultimately scrapped despite reportedly being finished.

MEGA DRIVE
MR. NUTZ
ocean
SEGA

Rarity EU: 4

GENESIS
Ms. PAC-MAN
TENGEN

Rarity US: 2
Rarity EU: 3

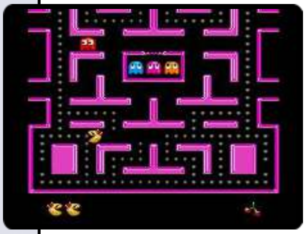
Ms. Pac-Man

Developer	General Computer Corp., Midway Games
Publisher	Tengen, (eu) Time Warner Interactive
Release date	(us) July, 1991 (eu) 1995
Genre	Maze
Mode	1-2 Players

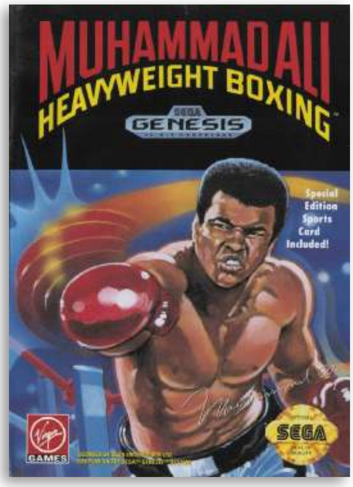
In Ms. Pac-Man, players move through a maze gobbling up dots while avoiding ghosts.

The Sega ports of Ms. Pac-Man can be confusing. Tengen originally brought the game to the Mega Drive in North America and the Master System in 1991, but four years later the game was brought to European Mega Drives by the successor to Tengen, Time Warner Interactive (although the ROM still credits Tengen).

7.2



N P


MUHAMMAD ALI
HEAVYWEIGHT BOXING
GENESIS
Special Edition Sports Card Included!
SEGA

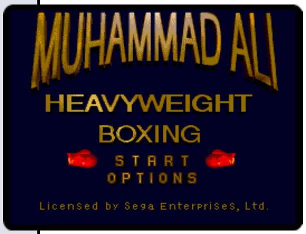
Rarity US: 2
Rarity EU: 3

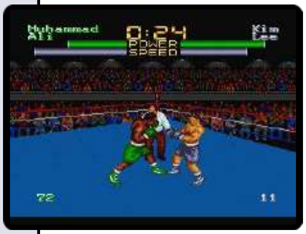
Muhammad Ali Heavyweight Boxing

Developer	Park Place Productions
Publisher	Virgin Interactive
Release date	(us) 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

The game features Muhammad Ali and nine fictional heavyweight boxers. The game is presented using a mixture of 2D sprites and a 3D ring which allows boxers to move 360 degrees about the ring. In career mode, the player starts at rank ten in the heavyweight division, and fights their way through all the others boxers in order.

5.5


MUHAMMAD ALI
HEAVYWEIGHT
BOXING
START
OPTIONS
Licensed by Sega Enterprises, Ltd.


Muhammad Ali
0:24
POWER
SPEED
Kim Lee
72
11

N P

SEGA
DOOM TROOPERS
GENESIS
TEEN

Rarity US: 3

Mutant Chronicles: Doom Troopers

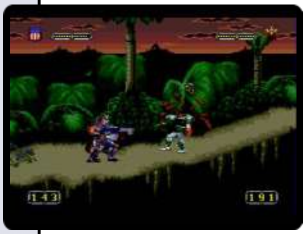
Developer	Adrenalin
Publisher	Playmates Interactive
Release date	(us) November, 1995
Genre	Run ‘n` gun
Mode	1-2 Players

Doom Troopers is a 1995 action game tying into Target Games’s Doom Trooper card game. Despite the franchise’s Swedish origins and popularity in Scandinavia, Doom Troopers was only released in North America.

The player assumes the role of one of two commandos, Mitch Hunter and Max Steiner, fighting an evil horde of invading zombies and mutants.

6.3

MUTANT
DOOM
TROOPERS
CHRONICLES
1 PLAYER
2 PLAYERS
OPTIONS



N

7.5

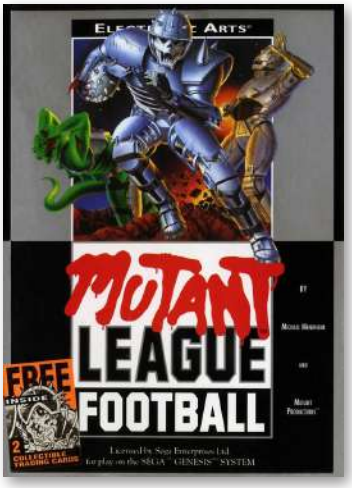
MUTANT
LEAGUE™
FOOTBALL
COPYRIGHT
1993 ELECTRONIC ARTS
LICENSED BY
SEGA ENTERPRISES LTD

J N P B

Mutant League Football

Developer	Mutant Productions
Publisher	Electronic Arts
Release date	(us) 1993
	(eu) 1993
Genre	Sports
Mode	1-2 Players

Mutant League Football was designed using the Madden '93 engine. The game deviates from usual football simulations in several ways. Most notably it takes place in a post-apocalyptic world where radiation has caused the human race to mutate and the dead to rise from the grave. Landmines, fire pits, and other hazards litter the field, and players can lose health or die during the run of play (upon which they will fumble).


ELECTRONIC ARTS
MUTANT
LEAGUE
FOOTBALL
FREE INSIDE
2 COLLECTIBLE TRADING CARDS

Rarity US: 3
Rarity EU: 4

7.3

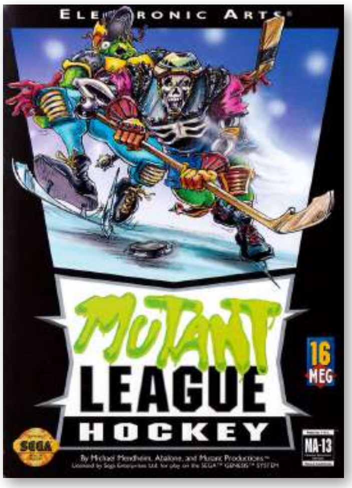
MUTANT LEAGUE™
HOCKEY
©1994 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD

N P B

Mutant League Hockey

Developer	Mutant Productions
Publisher	Electronic Arts
Release date	(us) 1994
	(eu) March, 1994
Genre	Sports
Mode	1-2 Players

Unlike Mutant League Football which featured five species of mutant, Mutant League Hockey narrows it down to three: robots, undead skeletons and trolls. The game is identical in tone to its predecessor, with special plays that can cause things to happen like making the puck explode when it is picked up by an opposing player, bribing the referee to call fake penalties against the other team, and land mines and holes on the ice.


ELECTRONIC ARTS
MUTANT
LEAGUE
HOCKEY
16 MEG
MA-13

Rarity US: 5
Rarity EU: 6

6.2

MYSTIC
DEFENDER™
PUSH START BUTTON
©SEGA 1989

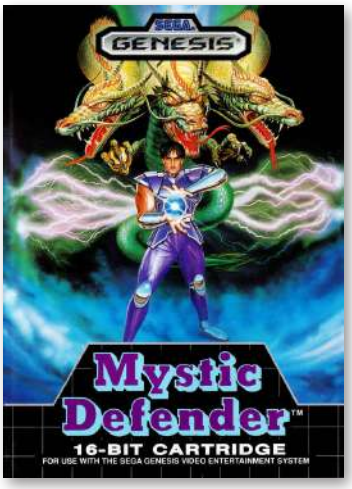
J N P B

Mystic Defender

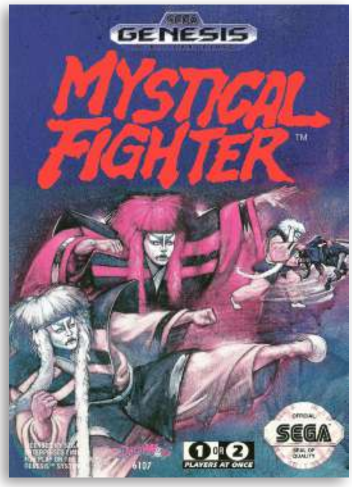
Developer	Sega
Publisher	Sega
Release date	(us) january, 1990
	(eu) 1990
Genre	Action-platformer
Mode	1 Player

Mystic Defender is a two-dimensional action game based on the anime/manga, Kujaku Ou. It is the sequel to SpellCaster for the Sega Master System.

In the game, Zareth, the henchman of the evil king Zao, kidnaps the Supreme Deity's daughter to use her power to resurrect Zao. The player character is Joe Yamato, a magician and warrior who goes out to save her and stop Zareth.


SEGA
GENESIS
Mystic
Defender™
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 3
Rarity EU: 3


SEGA
GENESIS
MYSTICAL FIGHTER
1 OR 2 PLAYERS AT ONCE
SEGA

Rarity US: 4

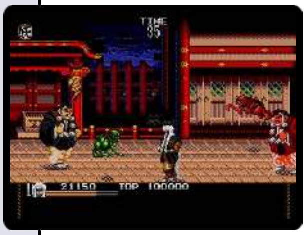
Mystical Fighter

Developer	KID
Publisher	DreamWorks, (jp) Taito
Release date	(us) March, 1992
Genre	Beat ‘em up
Mode	1-2 Players

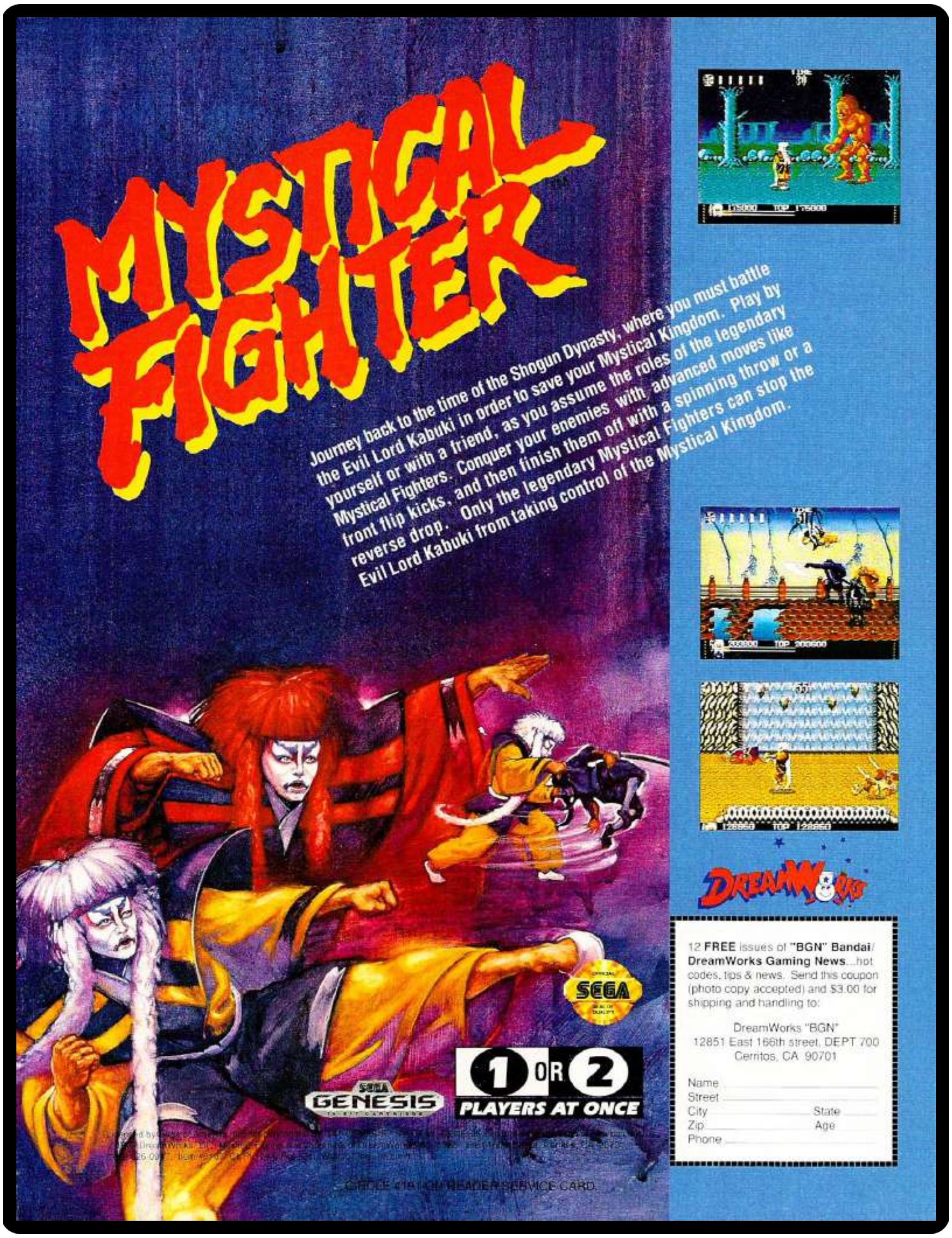
Like in most games of the beat ‘em up genre, the player (a kabuki) can use combos, flips and swings to fight against tough opponents, fighting them in groups from three to five. Surprinsingly, boss fights are often easier than regular enemies. Similar to Golden Axe, the player can use a special magic power, but instead of bottles the player must manually pick up scrolls. The more scrolls the player has, the stronger the magic attack will be.

6.5

MYSTICAL FIGHTER
GAME SELECT
1 PLAYER
1992 DREAMWORKS INC
LICENSED BY SEGA ENTERPRISES


TIME 35
21150 TOP 100000

J N


MYSTICAL FIGHTER™
DREAMWORKS
SEGA
GENESIS
1 OR 2 PLAYERS AT ONCE

Journey back to the time of the Shogun Dynasty, where you must battle the Evil Lord Kabuki in order to save your Mystical Kingdom. Play by yourself or with a friend, as you assume the roles of the legendary Mystical Fighters. Conquer your enemies with advanced moves like front flip kicks, and then finish them off with a spinning throw or a reverse drop. Only the legendary Mystical Fighters can stop the Evil Lord Kabuki from taking control of the Mystical Kingdom.

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City State
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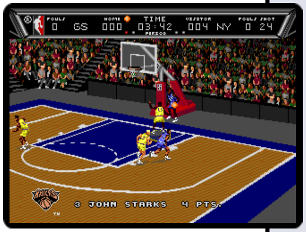
6.2

NBA
ACTION
SEGA
PRESS START


TIME
3 JOHN STARKS 4 PTS

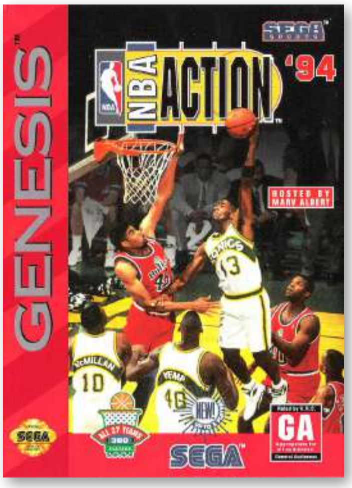
N B

NBA Action '94

Developer	Sega Sports
Publisher	Sega Sports
Release date	(us) 1994
Genre	Sports
Mode	1-5 Players

NBA Action '94 is one of the many basketball games released for the Genesis. It includes the 1993-1994 rosters with all 27 teams and has many of the NBA stars at the time including Chris Webber when he began for the Golden State Warriors.

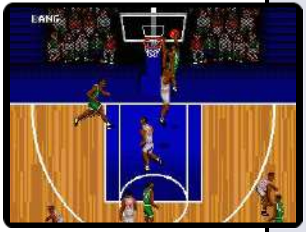
Players can play with up to five players all on the same team using the multi-tap adapter. They can play either 20, 40 or the complete 82 games and play their way into the postseason.


GENESIS
SEGA
NBA ACTION '94
HOSTED BY MARV ALBERT
SEGA
GA

Rarity US: 1

6.1

NBA ACTION '95
CREDITS
(C) 1995 SEGA

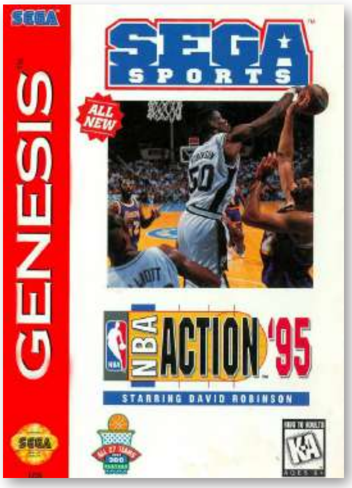


N P

NBA Action '95 Starring David Robinson

Developer	Double Diamond Sports
Publisher	Sega Sports
Release date	(us) 1995 (eu) 1995
Genre	Sports
Mode	1-5 Players

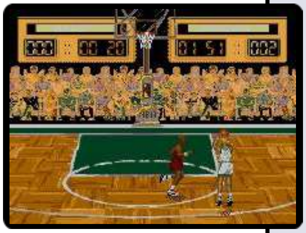
This is the sequel to NBA Action '94 with the standard modes (Exhibition, Season, etc.) and features 300 top players of the 1994 NBA season and all 27 NBA teams and their respective logos. Players can also edit their own team's roster and create up to 40 different custom players that can be saved to the game's battery backup.


SEGA
GENESIS
SEGA SPORTS
ALL NEW
NBA ACTION '95
STARRING DAVID ROBINSON
SEGA
KA

Rarity US: 1
Rarity EU: 4

5.3

NBA
ALL-STAR
CHALLENGE
NBA
PRESS START
1 PLAYER
2 PLAYER



N P

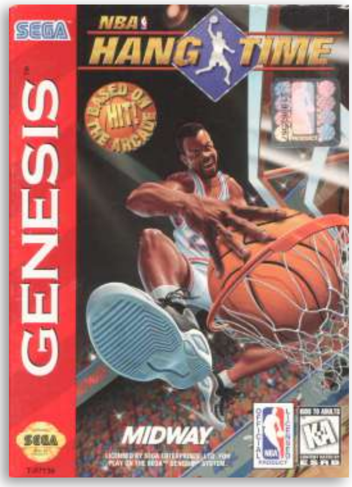
NBA All-Star Challenge

Developer	Beam Software
Publisher	Flying Edge
Release date	(us) 1992 (eu) 1993
Genre	Sports
Mode	1-2 Players

NBA All-Star Challenge offers a chance to compete in one-on-one basketball with NBA superstars like Michael Jordan (Chicago Bulls), David Robinson (San Antonio Spurs), Larry Bird (Boston Celtics), and Patrick Ewing (New York Knicks). Every mode is multiplayer-capable in addition to being selectable for single-player gameplay.

NBA
ALL-STAR
CHALLENGE
PLAY PROS!
GENESIS
FLYING EDGE
SEGA

Rarity US: 1
Rarity EU: 3


SEGA
GENESIS
NBA HANG TIME
MIDWAY

Rarity US: 1
Rarity EU: 4

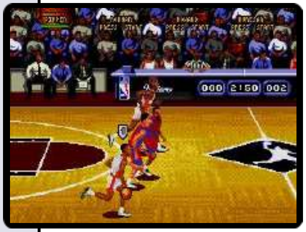
NBA Hangtime

Developer	Midway Games, Funcom
Publisher	Midway Home Entertainment
Release date	(us) 1996 (eu) February, 1997
Genre	Sports
Mode	1-4 Players

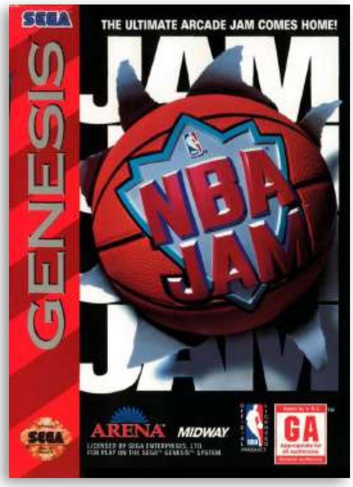
Hangtime was the third basketball game by the original development team behind the NBA Jam series. The gameplay is largely the same as the Midway's NBA Jam games, with some additions. One of the most prominent additions is the "Create Player" feature. The game retains many of the same rules of NBA Jam Tournament Edition, including the two-on-two match ups, statistics tracking, legal pushing and "on fire" mode.

6.8

NBA
HANG TIME
MIDWAY



N P B


SEGA
GENESIS
THE ULTIMATE ARCADE JAM COMES HOME!
NBA JAM
ARENA
MIDWAY

Rarity US: 1
Rarity EU: 2

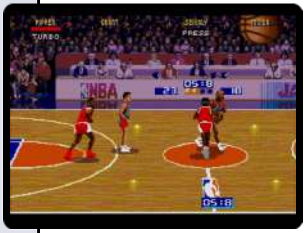
NBA Jam

Developer	Midway Games, Iguana Entertainment
Publisher	Arena Entertainment, (jp) Acclaim
Release date	(us) March 4, 1994 (eu) March 4, 1994
Genre	Sports
Mode	1-4 Players

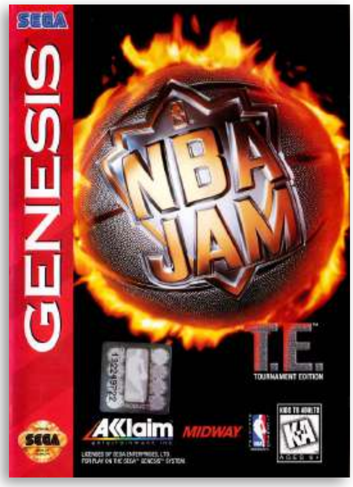
NBA Jam is the first in a series of basketball games which carry the NBA license. Unlike the later NBA Live or NBA 2K series, the NBA Jam series is known for being more "arcade style", with faster gameplay and fewer players on screen, along with highly exaggerated dunks. The game puts two players per team on the basketball court. There are no fouls and most restrictive rules are not used.

7.6

MIDWAY
NBA
JAM
ACCLAIM



J N P B


SEGA
GENESIS
NBA JAM
T.E.
TOURNAMENT EDITION
Acclaim
MIDWAY

Rarity US: 1
Rarity EU: 2

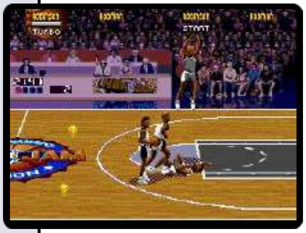
NBA Jam Tournament Edition

Developer	Midway Games, Iguana Entertainment
Publisher	Acclaim Entertainment
Release date	(us) February 23, 1995 (eu) February 23, 1995
Genre	Sports
Mode	1-4 Players

NBA Jam Tournament Edition is an update to NBA Jam, featuring updated rosters, new features and easter eggs combined with the same gameplay of the original. Jon Hey created new music specifically for NBA Jam T.E. to replace the original NBA Jam music. Teams now consisted of three players (though only two could be on court at any time), with the exception of the new "Rookies" team, which consists of five players.

8.0

TOURNAMENT
NBA JAM
MIDWAY
ACCLAIM
EDITION



J N P

7.4

NBA
LIVE
95
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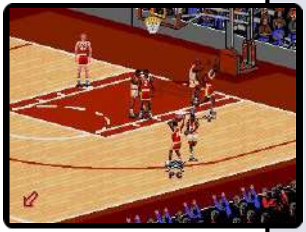


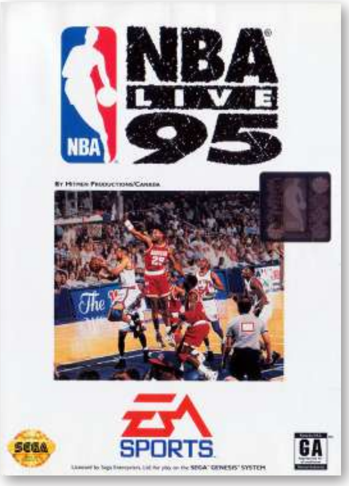
N P B

NBA Live 95

Developer Hitmen Productions, EA Canada
Publisher EA Sports
Release date (us) September 27, 1994
(eu) December 3, 1994
Genre Sports
Mode 1-4 Players

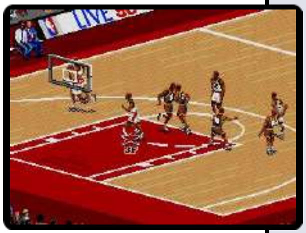
NBA Live 95 is the first of the NBA Live video games series. It introduced many elements of that would become standard in the series, including the isometric on-court perspective, the "T-meter" for shooting free throws and the turbo button used to give players a temporary burst of speed.

The game was re-released with NBA Live 06 as part of the EA Retro Series.


NBA
LIVE
95
SEGA
EA SPORTS
GA

Rarity US: 1
Rarity EU: 2

7.5



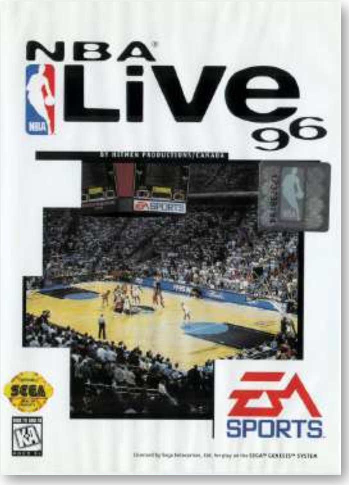
N P B

NBA Live 96

Developer Hitmen Productions, EA Canada
Publisher EA Sports
Release date (us) 1995
(eu) 1995
Genre Sports
Mode 1-4 Players

As with all games in the NBA Live series players can draft, trade and edit players. Play a full season, exhibition or just the playoffs. 96 includes 29 teams including the expansion Toronto and Vancouver teams.

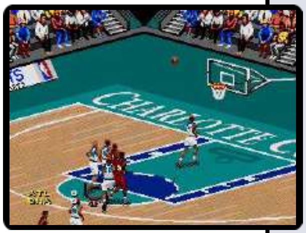
Michael Jordan and Charles Barkley were not included due to licensing issues. They did however exist as hidden players. Players could unlock them by entering their surnames in Create-a-Player.


NBA
Live
96
SEGA
EA SPORTS

Rarity US: 1
Rarity EU: 3

7.2

NBA
LIVE
97
programmers
ed hellesen
joseph m. guagenti
graphics and animation
dave pasciuto
mike smith



N P B

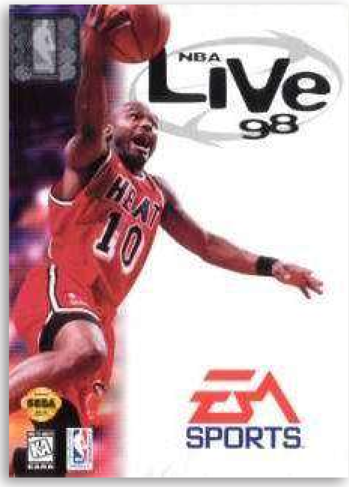
NBA Live 97

Developer NuFX, Hitmen Productions
Publisher EA Sports
Release date (us) 1996
(eu) 1996
Genre Sports
Mode 1-4 Players

Players can choose from all of the NBA teams, create a team with players they create themself, or choose a team formed by the All-Star players of the east or West coasts. When players create a player themself they can customize the player to a high degree. There are over 60 offensive and 10 defensive set-ups. Match options include an exhibition match, a whole season or the playoffs.

NBA
LIVE
97
SEGA
EA SPORTS

Rarity US: 1
Rarity EU: 3


NBA
Live 98
EA SPORTS

Rarity US: 5

NBA Live 98

Developer	NuFX, Tiertex
Publisher	EA Sports
Release date	(us) 1997
Genre	Sports
Mode	1-2 Players

NBA Live 98 offers the player all teams, players and stadiums of the 1998 NBA season. More than 350 faces got scanned to improve realism. Also some new moves like crossover or fade-aways are implemented. Players can play single games, whole seasons, the playoffs or new things like manager career or 3-point-shootout in the style of an all-star-game.

“mobygames.com”

6.8

NBA LIVE 98
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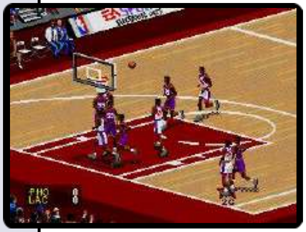

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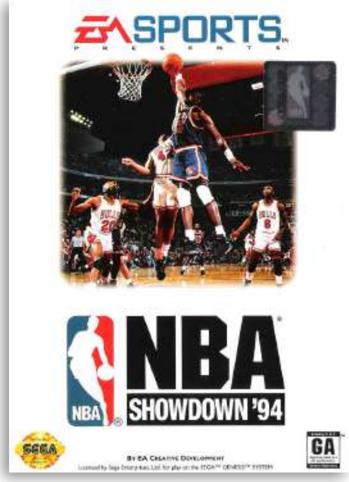
EA SPORTS
NBA
SHOWDOWN '94

Rarity US: 1
Rarity EU: 4

NBA Showdown ‘94

Developer	EA Creative Development
Publisher	EA Sports, (jp) Electronic Arts Victor
Release date	(us) June 21, 1994 (eu) March 29, 1994
Genre	Sports
Mode	1-4 Players

NBA Showdown 94 is a sequel to Bulls vs. Blazers. It is the fifth and final game in the NBA Playoffs series of games, before the series was re-branded as NBA Live.

The game can be played in various ways: players could play against each other, or against the computer. Games against the computer were divided into two levels, “exhibition” or “playoffs”. Players can pick from any of the NBA teams for the first time.

6.4

NBA
SHOWDOWN 94
TOPPS STADIUM CLUB
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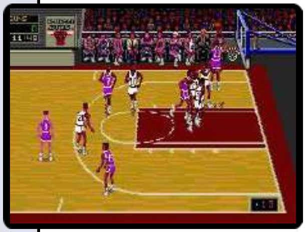


J N P

SEGA
GENESIS
NCAA FINAL FOUR BASKETBALL

Rarity US: 1

NCAA Final Four Basketball

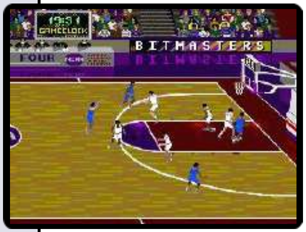
Developer	Bitmasters
Publisher	Mindscape
Release date	(us) 1994
Genre	Sports
Mode	1-4 Players

NCAA Final Four Basketball is a standard basketball-sim with a full NCAA license with 64 of the top Division 1-A teams including North Carolina, Florida State, Boston College, and Maryland to name a few.

There are three modes of play to choose from: two Practice modes, one which shows the player the basic in’s and outs of the game and another for free throw shooting, Exhibition and Tournament.

5.0

NCAA
1995 NCAA Final Four SEATTLE
BASKETBALL


BITMASTERS

N

5.0

NCAA
FOOTBALL
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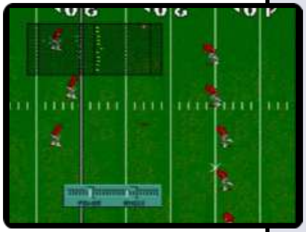

N

NCAA Football

Developer	Software Toolworks
Publisher	Mindscape
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

NCAA Final Four Basketball is a standard basketball-sim with a full NCAA license with 64 of the top Division 1-A teams including North Carolina, Florida State, Boston College, and Maryland to name a few.

There are three modes of play to choose from: two Practice modes, one which shows the player the basic in's and outs of the game and another for free throw shooting, Exhibition and Tournament.

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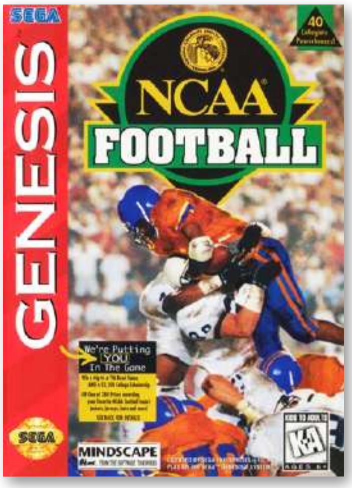
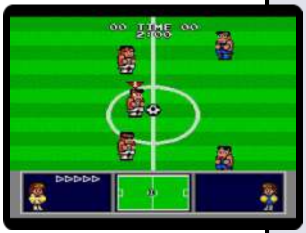

SEGA
GENESIS
NCAA
FOOTBALL
MINDSCAPE

Rarity US: 3

7.4

熱血高校ドッジボール部
サッカー編
MD
START
OPTION
© 1990 TECHNOS JAPAN CORP.
© 1992 PAL SOFT


00 TIME 00
2:00

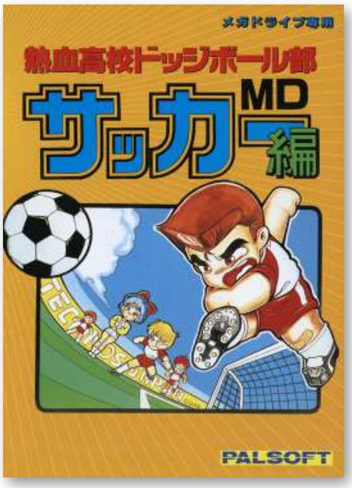
J

Nekketsu Koukou Dodgeball-bu: Soccer-hen MD

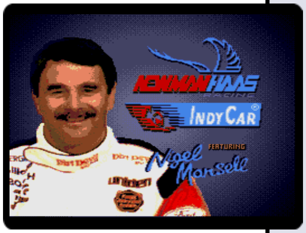
Developer	Technōs Japan
Publisher	PAL Soft
Release date	(jp) August 7, 1992
Genre	Sports
Mode	1-2 Players

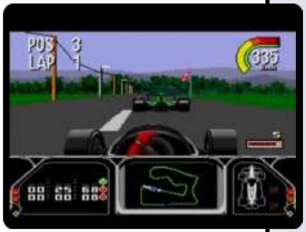
Nekketsu High School Dodgeball Club: Soccer is a port of a Famicom game. It is the fourth Kunio-kun game in the Famicom series. The game was also released on NES as Nintendo World Cup.

Unlike the Famicom/NES version and other Platforms, the Mega Drive version has all the teams playable in VS. Mode.


メガドライブ専用
熱血高校ドッジボール部
サッカー編
MD
PALSOFT

7.1


NEWMAN HAAS
INDY CAR
FEATURING
Nigel Mansell


POS 3
LAP 1
335

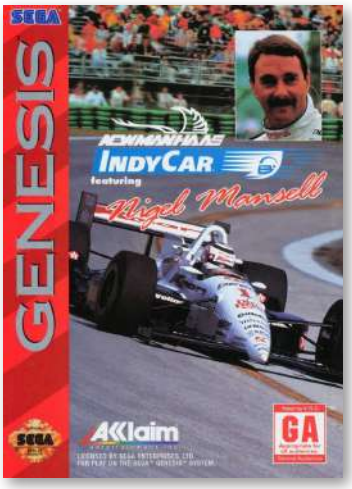
J N P B

Newman/Haas IndyCar featuring Nigel Mansell

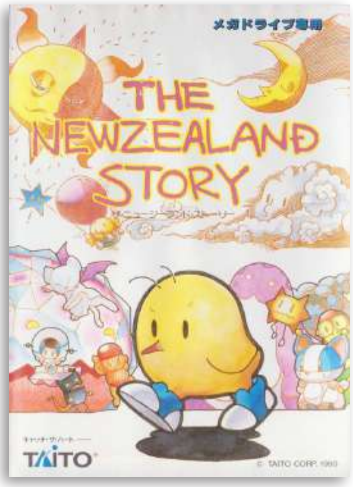
Developer	Gremlin Graphics, Spidersoft
Publisher	Acclaim Entertainment
Release date	(us) 1994 (eu) December 2, 1994
Genre	Racing
Mode	1-2 Players

Newman/Haas IndyCar featuring Nigel Mansell can be considered as the sequel to Nigel Mansell's World Championship Racing, and is based on the 1994 IndyCar season featuring Nigel Mansell and the motor racing team Newman/Haas Racing.

GamePro gave the Genesis version a mixed review.


SEGA
GENESIS
NEWMAN HAAS
INDY CAR
featuring
Nigel Mansell
Acclaim
GA

Rarity US: 2
Rarity EU: 5


メガドライブ専用
THE NEWZEALAND STORY
TAITO

The New Zealand Story

Developer	Taito, Visco Corporation
Publisher	Taito
Release date	(jp) March 3, 1990
Genre	Platformer
Mode	1 Player

The player controls Tiki, a kiwi who must save his lover Phee Phee and several of his other kiwi chick friends who have been kiwi-napped by a large blue leopard seal. The player has to navigate a scrolling maze-like level, at the end of which they release one of Tiki’s kiwi chick friends trapped in a cage.

The Mega Drive port had its levels based on the prototype version of the arcade game.

7.4

THE NEWZEALAND STORY
PUSH START BUTTON
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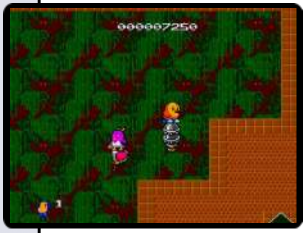
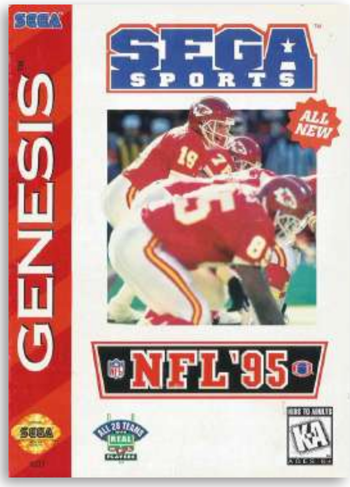
TAITO



J


SEGA
GENESIS
SEGA SPORTS
ALL NEW
NFL '95
ALL 28 TEAMS
K-A

Rarity US: 1

NFL ‘95

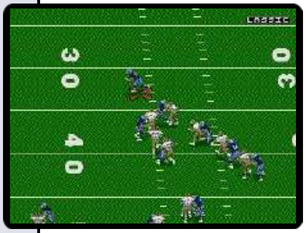
Developer	Double Diamond Sports
Publisher	Sega Sports
Release date	(us) November, 1994
Genre	Sports
Mode	1-4 Players

NFL ‘95 is the sixth game in the Joe Montana Football/NFL series. It is the last Sega football game to feature Joe Montana, as its sequel, Prime Time NFL Football starred Deion Sanders.

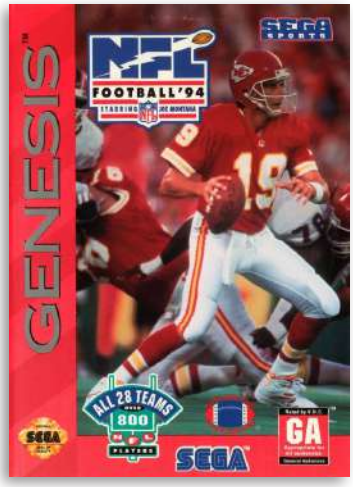
Electronic Gaming Monthly’s two sports game reviewers both hailed the game as potentially “the best football game of the year”, citing new features such as the option to control the receiver.

5.8

PROGRAMMING & TECHNICAL DESIGN
JAY OBERNOLTE
ANIMATION & ART DIRECTION
DOUG HIKE
GAME DESIGN & DIRECTION
MICHAEL
NFL '95



J N P B


GENESIS
SEGA SPORTS
NFL
FOOTBALL '94
STARRING JOE MONTANA
ALL 28 TEAMS
SEGA
GA

Rarity US: 1

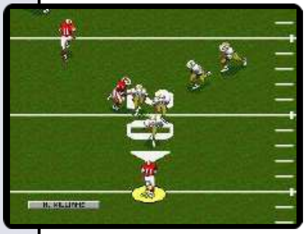
NFL Football ‘94 Starring Joe Montana

Developer	BlueSky Software
Publisher	Sega Sports, (jp) Sega
Release date	(us) 1993
Genre	Sports
Mode	1-2 Players

NFL Football ‘94 Starring Joe Montana, released as simply NFL Football ‘94 in Japan is a 1993 Genesis game which has a realistic running commentary that runs while the player engages himself in exhibition, regular season, or playoff action. It is fifth in the Joe Montana Football series and the fourth to be developed by BlueSky Software.

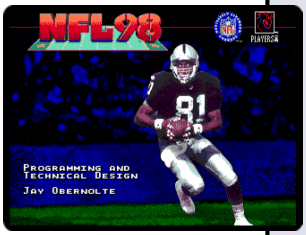
7.8

NFL
FOOTBALL '94
STARRING JOE MONTANA
SEGA SPORTS
© 1993 SEGA
© 1993 NFL
© 1993 NFLPA



J N B

7.5


NFL98
Programming and Technical Design
Jay Obernolte

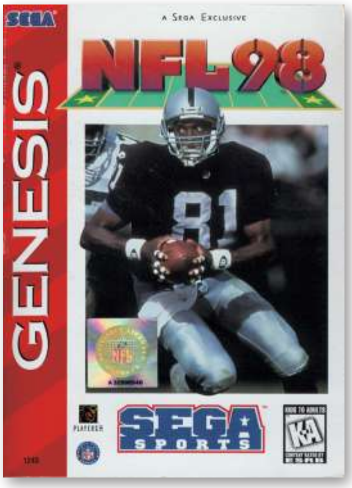
N

NFL Prime Time '98

Developer	Spectacular Games
Publisher	Sega Sports
Release date	(us) May 14, 1997
Genre	Sports
Mode	1-4 Players

NFL 98, also known as NFL Prime Time 98, is a sports game based on the National Football League. The game was a follow up to Sega's only football video game for the Sega Saturn, NFL '97. It is the last game in Sega's Joe Montana series, which would be succeeded by NFL 2K.

The game runs under a modified engine of Prime Time NFL starring Deion Sanders with updated 96-97 rosters.


SEGA
GENESIS
A Sega Exclusive
NFL 98
SEGA SPORTS

Rarity US: 2

4.9

QUARTERBACK
CLUB

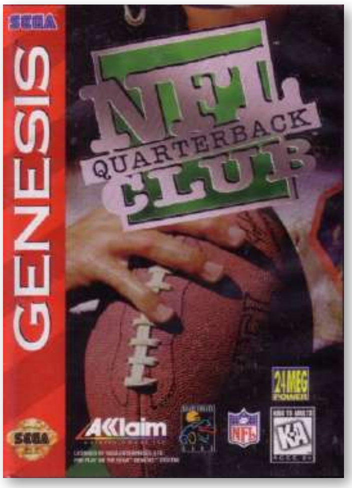
J N P

NFL Quarterback Club

Developer	Iguana Entertainment
Publisher	Acclaim Entertainment
Release date	(us) January 21, 1994 (eu) March, 1995
Genre	Sports
Mode	1-5 Players

NFL Quarterback Club is one of the earliest in the series which features all 28 NFL teams including their respective nicknames and logos and many of the top players of the day including John Elway, Joe Montana, Brett Farve and Troy Aikman, just to name a few.

There are a variety of game modes to choose from including NFL Play which includes preseason, season and playoff modes along with the Simulation mode.


SEGA
GENESIS
NFL
QUARTERBACK
CLUB
24 MEG POWER
Acclaim

Rarity US: 1
Rarity EU: 3

6.5

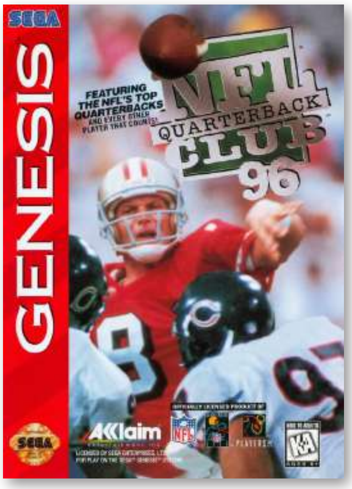
N P

NFL Quarterback Club 96

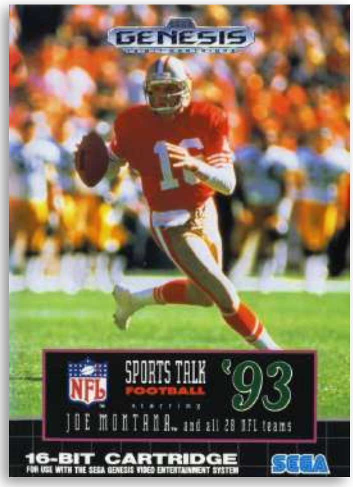
Developer	Iguana Entertainment
Publisher	Acclaim Entertainment
Release date	(us) October 27, 1995 (eu) 1995
Genre	Sports
Mode	1-5 Players

Every team from the 1996 NFL season is shown here, with real player numbers and stats. 32 offensive plays and 16 defensive plays are available as one play. Options include setting quarter lengths, from one to 15 minutes, and selecting the mode of play: Preseason, Playoffs, or a full Season, in which one play 18 games towards the goal of the Super Bowl.

"mobygames.com"


SEGA
GENESIS
Featuring the NFL's top quarterbacks and every other player that counts
NFL
QUARTERBACK
CLUB
96
Acclaim

Rarity US: 1
Rarity EU: 4


GENESIS
SPORTS TALK FOOTBALL '93
STARRING JOE MONTANA and all 28 NFL teams
16-BIT CARTRIDGE
SEGA

Rarity US: 1
Rarity EU: 2

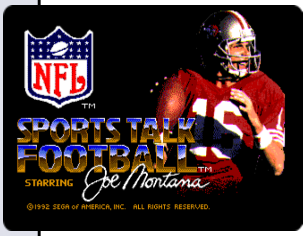
NFL Sports Talk Football '93

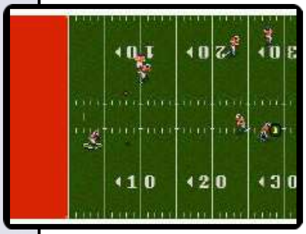
Developer	BlueSky Software
Publisher	Sega
Release date	(us) 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

NFL Sports Talk Football '93 is the third in the series, and the first to be licensed by the National Football League.

Being officially-licensed allows this game to use all the real NFL team names, and the phrase "Super Bowl", where previously teams only represented cities, and played for the 'Sega Bowl'. All 28 NFL teams from the 1992-93 season are represented.

6.8


NFL
SPORTS TALK FOOTBALL
STARRING Joe Montana
©1992 SEGA of AMERICA, INC. ALL RIGHTS RESERVED.



N P

Mega Drive Cartridge メガドライブ専用
対応ソフト
日刊スポーツ
プロ野球VAN
SEGA

Nikkan Sports Pro Yakyuu VAN

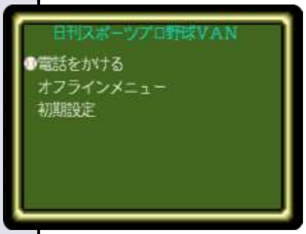
Developer	Sega
Publisher	Sega
Release date	(jp) April 6, 1991
Genre	Sports
Mode	1 Player

Nikkan Sports Pro Yakyuu VAN is a Sega Mega Drive cartridge developed and released by Sega exclusively in Japan. It uses the Sega Mega Modem and a subscription VAN service to display game action in real time, and to save games for later viewing. As such, it cannot be properly emulated yet. Nikkan Sports provided the service under the VAN name.

"segaretro.org"

7.5

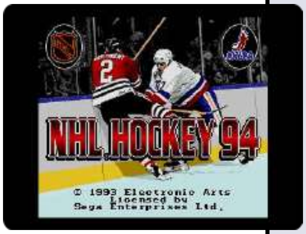
日刊スポーツ
プロ野球
VAN
©SEGA 1991

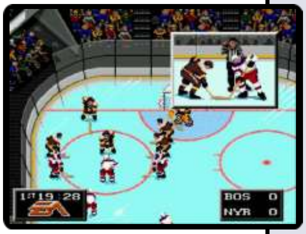


日刊スポーツプロ野球VAN
●電話をかける
オフラインメニュー
初期設定

J

7.8


NHL HOCKEY 94
© 1993 Electronic Arts
Licensed by
Sega Enterprises Ltd.

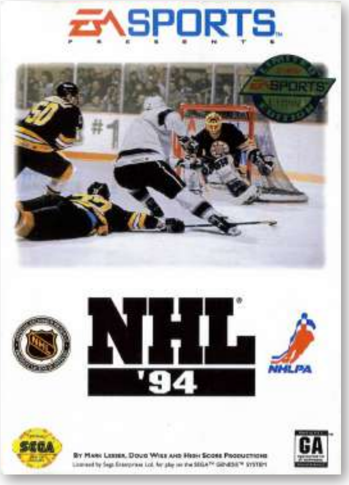


N P

NHL ‘94

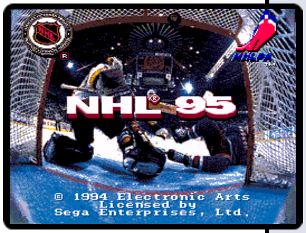
Developer	High Score Productions
Publisher	EA Sports
Release date	(us) October, 1993 (eu) January 14, 1994
Genre	Sports
Mode	1-4 Players

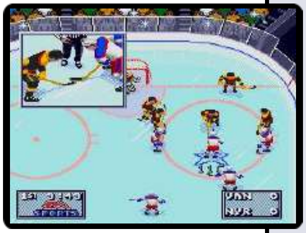
NHL ‘94 is officially licensed from the National Hockey League and the NHL Players’ Association. Being the third game in the NHL series media franchise, it maintained the series’ signature vertical camera angle, which offered the player distinct gameplay and strategic advantages over contemporary side-view hockey games, and kept the 2D sprite character models of NHLPA ‘93 (albeit with some new animations).


EA SPORTS
NHL '94
NHLPA
SEGA
GA

Rarity US: 1
Rarity EU: 2

7.3


NHL 95
© 1994 Electronic Arts
Licensed by
Sega Enterprises, Ltd.



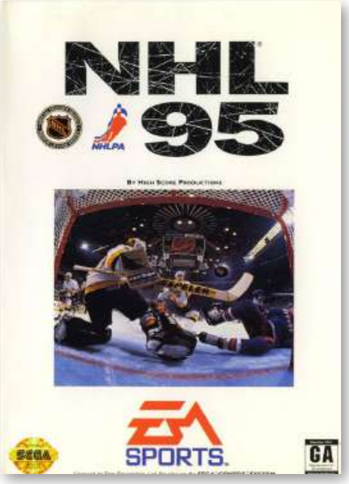
N P

NHL 95

Developer	High Score Product., Double Diamond Sports
Publisher	EA Sports
Release date	(us) July 4, 1994 (eu) October 27, 1994
Genre	Sports
Mode	1-4 Players

NHL 95 was EA Sports’ third licensed ice hockey game, promising the fastest action in the series to date. The action is viewed top-down, and can be played with or without realistic penalties. There is a full season mode, allowing players to guide a team through all 84 matches, with the option of injuries potentially putting players out of a sequence of matches.

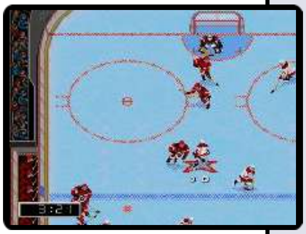
“mobygames.com”


NHL 95
NHLPA
EA SPORTS
SEGA
GA

Rarity US: 1
Rarity EU: 2

7.8

NHLPA
NHL96
©1995 Electronic Arts. All rights reserved.
Licensed by Sega Enterprises, Ltd.



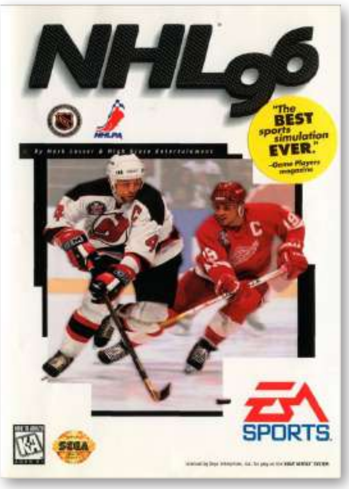
N P

NHL 96

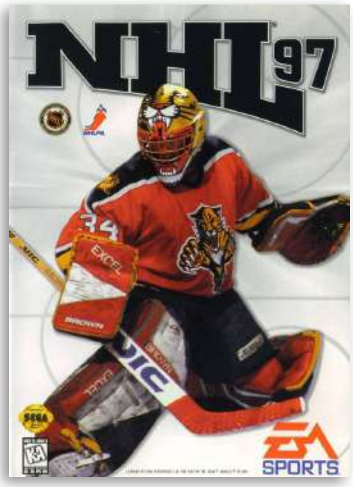
Developer	High Score Entertainment
Publisher	EA Sports
Release date	(us) October 6, 1995 (eu) 1995
Genre	Sports
Mode	1-4 Players

While the PC version migrated to 3D graphics, NHL 96 on Genesis retains the classic 2D top-down view of the series, while offering different playing modes than the SNES version.

The game features players and teams from the 1994-95 NHL season. Game modes include Regular Games, Shootouts, Playoffs (in either single elimination or best-of-seven mode), and a full season.


NHL96
"The BEST sports simulation EVER." -Game Players magazine
EA SPORTS
SEGA

Rarity US: 1
Rarity EU: 3


NHL 97
EA SPORTS

Rarity US: 1
Rarity EU: 3

NHL 97

Developer High Score Entertainment
Publisher EA Sports
Release date (us) September 24, 1996
(eu) October 4, 1996
Genre Sports
Mode 1-4 Players

NHL 97 is the sixth installment of the NHL series and the first to be released on both PlayStation and Saturn, although they were rushed and buggy.

For the first time since EA Hockey, national teams were added, but only Canada, the United States, and Russia have their own teams while the other two are selections of the best European players.

7.5

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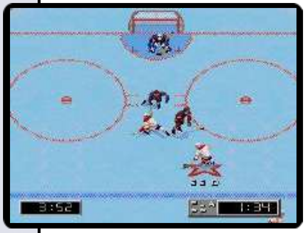
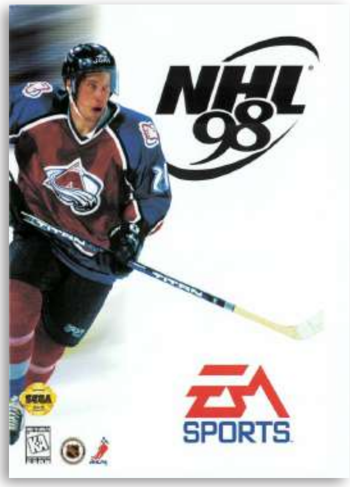
NHL 97
NHLPA
LICENSED BY SEGA ENTERPRISES, LTD.



N P


NHL 98
EA SPORTS

Rarity US: 3

NHL 98

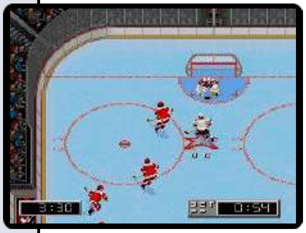
Developer High Score Entertainment
Publisher EA Sports
Release date (us) 1997
Genre Sports
Mode 1-4 Players

NHL 98 features much faster and refined gameplay, along other new features such as “in-the-fly” tactics developed by Marc Crawford, then manager of the Colorado Avalanche.

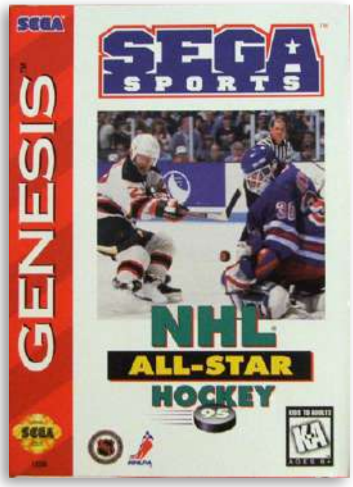
The Mega Drive version of NHL 98 was released exclusively in North America, despite Sweden’s beloved Peter Forsberg appearing on the cover on the cover. Forsberg is playing for the Colorado Avalanche using the Swedish Jofa helmet and Titan hockey stick.

7.8

NHL 98
EASTERN
WESTERN
NHLPA



N


SEGA
SEGA SPORTS
GENESIS
NHL ALL-STAR HOCKEY 95

Rarity US: 1

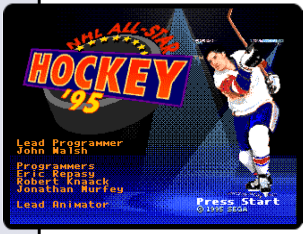
NHL All-Star Hockey ‘95

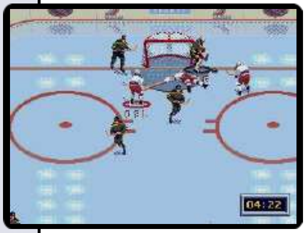
Developer Sega Midwest Studio, New Wave Graphics
Publisher Sega Sports
Release date (us) February, 1995
Genre Sports
Mode 1-2 Players

NHL All-Star Hockey ‘95 is the standard hockey game complete with an NHL and NHLPA license complete with all 26 NHL teams and over 650 players from the 1993-94 NHL season including Mark Messier, Mario Lemieux, Jeremy Roenick and Wayne Gretzky. The standard modes apply including Exhibition, Season and Playoffs which include the updated best-of-seven format.

“mobygames.com”

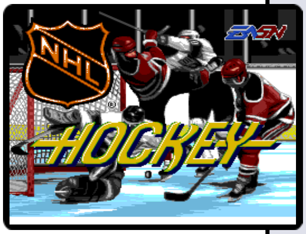
6.0

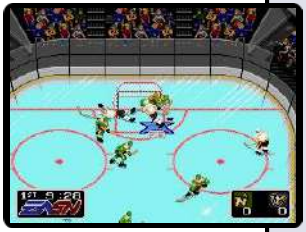

NHL ALL-STAR HOCKEY '95
Lead Programmer
John Walsh
Programmers
Eric Repasy
Robert Knaack
Jonathan Murfey
Lead Animator
Press Start
© 1995 SEGA



N

7.2



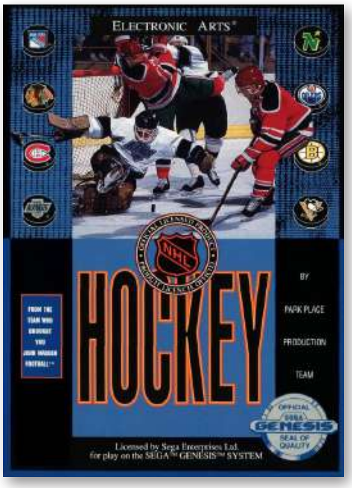


N

NHL Hockey

Developer Park Place Productions
Publisher Electronic Arts
Release date (us) August, 1991
Genre Sports
Mode 1-2 Players

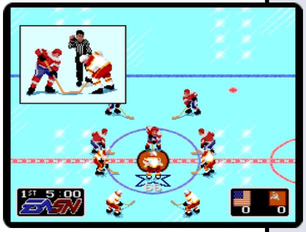
Released in 1991 for the Genesis, it is the first game in the NHL series. The game uses a vertical top-down view, which was unique at the time since most previous hockey games used a horizontal or side-on view. It also features a National Hockey League license, so all of the league's team names and logos are used. However, lack of a license from the NHLPA results in all players being referred to by their numbers, rather than names.



Rarity US: 1

7.2

HOCKEY LEAGUE
HOCKEY



J P

EA Hockey

Developer Park Place Productions
Publisher Electronic Arts, (jp) Electronic Arts Victor
Release date (eu) August, 1991
Genre Sports
Mode 1-2 Players

EA Hockey is the overseas version of the North American exclusive game, NHL Hockey. EA Hockey does not have an NHL license, instead using national teams with fake names. The game is, however, largely identical outside of this feature, and is frequently confused with NHL Hockey.

Its successors, starting with NHLPA Hockey '93, retained their NHL license when brought overseas.

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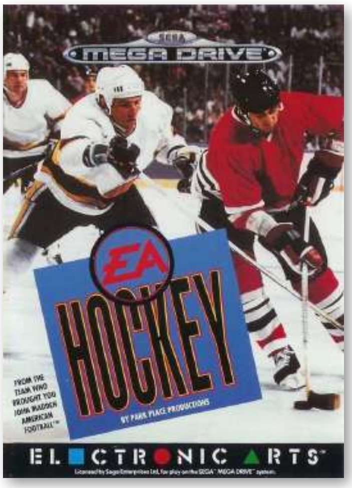

Rarity EU: 2

N/P

N/P

J

Naisu-kun Mini

Developer N/A
Publisher Nagoya Bank
Release date (jp) N/A
Genre Software
Mode 1 Player

Naisu-kun Mini, incorrectly called Nagoya Home Banking by English speakers due to its rarity and what it does, is a rare piece of Sega Mega Drive software released exclusively in Japan. It is, as the incorrect name suggests, a home banking system, which would be used in conjunction with the Sega Mega Anser. Little else is known about the cartridge.

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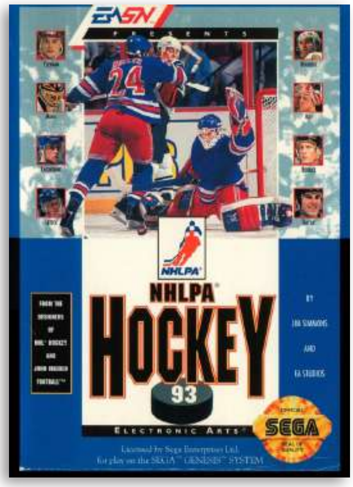
メガドライブ専用
名銀のホームバンキングサービス
ナイスくんミニ
名古屋銀行


EASN
NHLPA
HOCKEY
93
ELECTRONIC ARTS
SEGA

Rarity US: 1
Rarity EU: 2

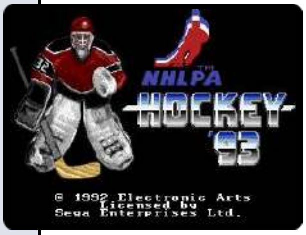
NHLPA Hockey '93

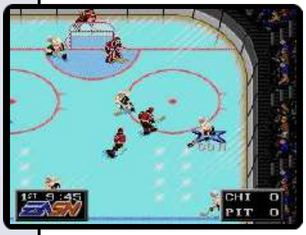
7.7

Developer	EA Studios
Publisher	EASN, (eu) EA Sports
Release date	(us) December 13, 1992 (eu) 1992
Genre	Sports
Mode	1-2 Players

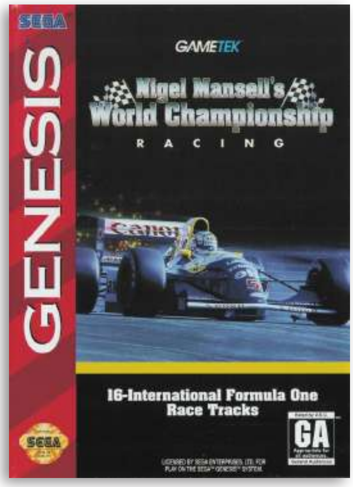
NHLPA Hockey '93 is the second installment of the NHL series and the first to be released on SNES. Included is a single-game exhibition mode and a playoff mode (single-elimination or best-of-7), wherein the winner collects a trophy similar to the Stanley Cup.

The game included EEPROM battery saving, which allowed one to save lines and the ongoing Playoff, rather than use passwords as in the SNES version.


NHLPA
HOCKEY
'93
© 1992 Electronic Arts
Licensed by
Sega Enterprises Ltd.



N P


SEGA
GENESIS
GAMETEK
Nigel Mansell's World Championship
RACING
16-International Formula One Race Tracks
GA

Rarity US: 3
Rarity EU: 3

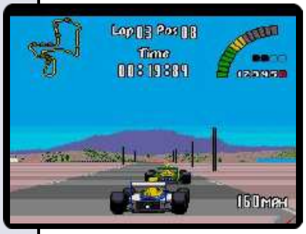
Nigel Mansell's World Championship Racing

6.0

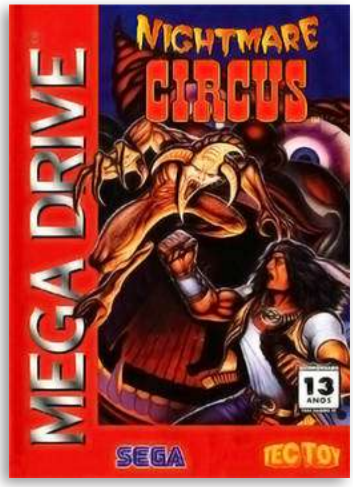
Developer	Gremlin Graphics
Publisher	GameTek, (eu) Konami
Release date	(us) 1993 (eu) 1993
Genre	Racing
Mode	1 Player

Being licensed by Nigel Mansell, the game followed the 1992 Formula One season, which he won. The player takes on Mansell's role to try to win the title against eleven other real-life drivers that were still active in their careers by the time the game was launched. Like Sega's own Super Monaco GP, each of them belongs to their own team.

NIGEL
Mansell's
World Championship


Lap 03 Pos 08
Time
00:19:84
160MPH

N P


MEGA DRIVE
NIGHTMARE
CIRCUS
13
SEGA
TECTOY

Rarity BR: 8

Nightmare Circus

1.6

Developer	Funcom
Publisher	Tectoy
Release date	(br) June, 1996
Genre	Beat'em-up
Mode	1-2 Players

Nightmare Circus is a beat'em-up mixed with elements from platform games and fighting games. The hero, Raven, is trying to put an end to the nightmarish circus that only appears on stormy nights. He has to fight twisted and warped circus denizens through a variation of deadly circus levels.

The game was set to receive a physical release in the US in December 1995, but this never materalised.

NIGHTMARE
CIRCUS
START GAME
OPTIONS
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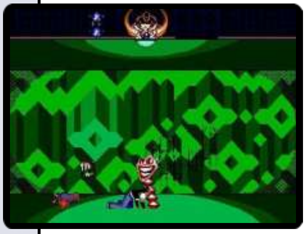
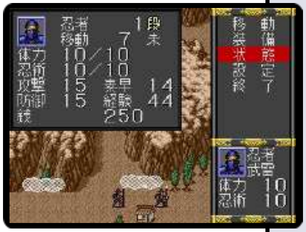


Sc B

7.6

PUSH START BUTTON
忍者武雷伝説
© 1991 SEGA



J

Ninja Burai Densetsu

Developer	Sega AM6
Publisher	Sega
Release date	(jp) December 5, 1991
Genre	Strategy
Mode	1 Player

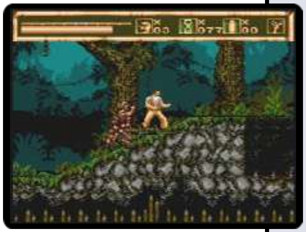
Ninja Burai Densetsu plays similarly to other strategy games such as SystemSoft's Daisenryaku games and Sega's own Shining games. Players are in control of a team of ninjas fighting another team. Unique to Ninja Burai Densetsu are side-scrolling special stages: should the player move a ninja onto a special space, they will go into a town where they can get various helpful items from townsfolk.

"segaretro.org"

Mega Drive Cartridge メガドライブ専用
忍者武雷伝説
SEGA

3.6

NO ESCAPE
PUSH START BUTTON



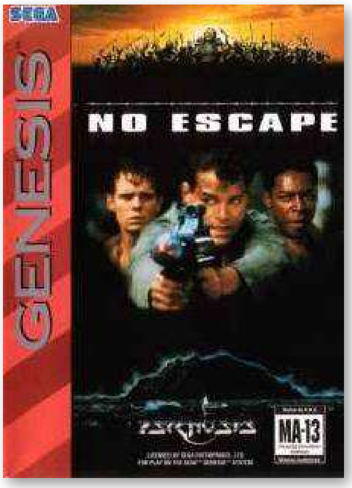
N

No Escape

Developer	Bits Corporation
Publisher	Psygnosis
Release date	(us) 1994
Genre	Action-platformer
Mode	1 Player

Based on the 1994 movie of the same name starring Ray Liotta, the player takes control of Liotta's character, Capt. J.T. Robbins, whose only objective of the game is to escape an island.

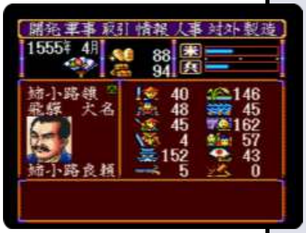
Robbins can talk to some prisoners to help him in his quest, but he must also avoid violent prisoners, either by attacking them with punches or kicks or using traps and stealth to bypass them. The graphics are based off of rotoscopes of the actual actors from the movie.



Rarity US: 4

7.5

信長の野望
武将風雲録

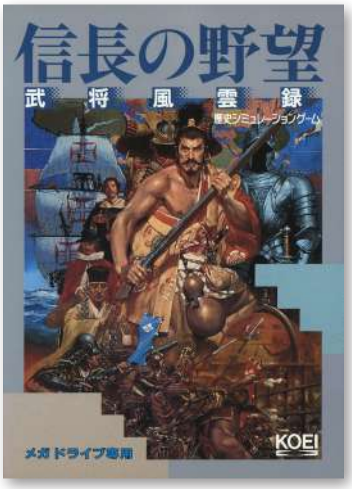


J

Nobunaga no Yabou: Bushou Fuuunroku

Developer	Koei
Publisher	Koei
Release date	(jp) December 20, 1991
Genre	Strategy
Mode	1 Player

Nobunaga no Yabou: Bushou Fuuunroku, also released as Nobunaga's Ambition: Lord of Darkness, is the fourth title in the series, first released December 1990 for PC-98. The story of Nobunaga takes place during the Japanese civil war of the 16th century. In a wartime strategy game, 15 different warlords are represented across several territories. Technology, culture, and tea ceremony mechanics were introduced in this game.



KOEI
信長の野望
覇王伝

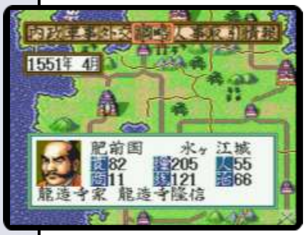
Nobunaga no Yabou: Haouden

Developer Koei
Publisher Koei
Release date (jp) February 25, 1994
Genre Strategy
Mode 1 Player

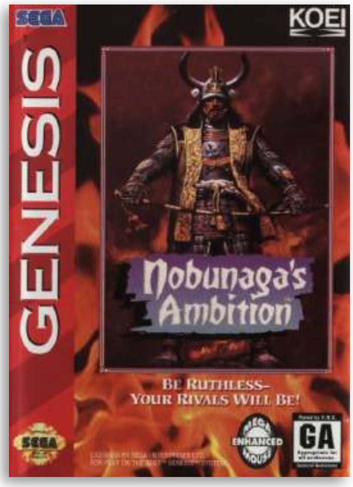
Nobunaga no Yabō: Haōden is the fifth title in the series, and once more is a historic war simulation set in 16th century Japan. Players can participate in one of three different scenarios with the ultimate goal of unifying the whole of Japan. Nearly 60 different real-life warlords and their territories are represented and available to play as. The three scenarios available are Nobunaga's rise to prominence in 1551, the Tenka Fubu campaign in 1568, and Nobunaga's death in 1582.

7.3

信長の野望
覇王伝
PUSH START



J


SEGA
GENESIS
KOEI
Nobunaga's Ambition
BE RUTHLESS-
YOUR RIVALS WILL BE!
GA

Rarity US: 4

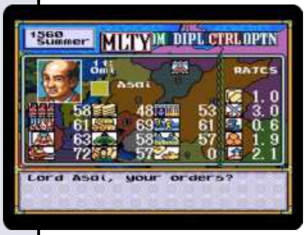
Nobunaga's Ambition

Developer Koei
Publisher Koei
Release date (us) 1993
Genre Strategy
Mode 1 Player

Nobunaga's Ambition is the second title in the series and the first to be released outside Japan. Gameplay is similar to Koei's better known Romance of the Three Kingdoms game. During each of turn, players can issue one of several commands from a menu. They include: Recruiting new soldiers, Training the army, Buying Weapons, Increasing Peasant morale, Forming alliances or Hiring Ninjas to bribe & assassinate.

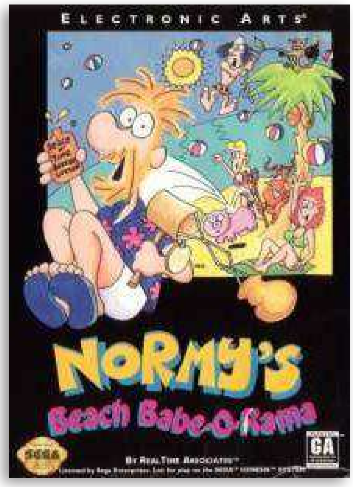
6.6

Nobunaga's Ambition
© 1988 KOEI Corporation
LICENSED BY SEGA ENTERPRISES, LTD.
PRESS START BUTTON


1560 Summer
MLTY
DIPL
CTRL
OPTN
RATES

Lord Asai, your orders?

J N


ELECTRONIC ARTS
NORMY'S
Beach Babe-O-Rama

Rarity US: 3
Rarity EU: 7

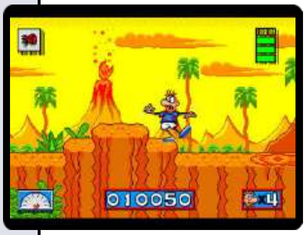
Normy's Beach Babe-O-Rama

Developer High Score Productions, Realtime Associates
Publisher Electronic Arts
Release date (us) 1994
(eu) April, 1994
Genre Platformer
Mode 1 Player

Normy's Beach Babe-O-Rama was produced as a tie-in to Keith Robinson's Making It comic strip. The player, as Normy, must travel to 29 different alien worlds to bring some kidnapped ladies back to Earth. The gameplay is a side-scrolling action game where players must fighti off various bad guys scattered throughout the stage using weapons such as glove extending hammers or beaver mallets.

4.1

NORMY'S
BeachBabe-o-RaMa
START
OPTIONS

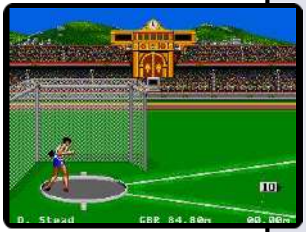


N P

Olympic Gold: Barcelona '92

6.6

Barcelona'92

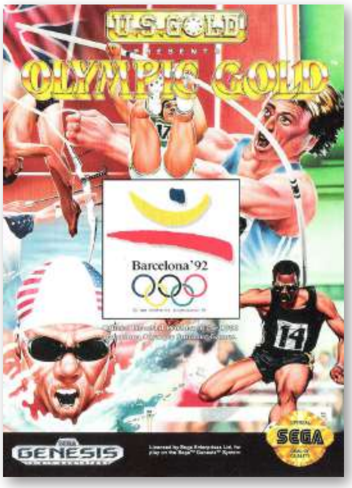

D. Stead
GBR 84.80m
00.00m
10

J N P B

Developer	Tiertex
Publisher	U.S. Gold, (jp) Sega
Release date	(us) June, 1992
	(eu) 1992
Genre	Sports
Mode	1-4 Players

Olympic Gold is the official video game of the XXV Olympic Summer Games, hosted by Barcelona, Spain in 1992. Events include; 100 m, Hammer throw, Archery, 110 m hurdles, Pole vault, 200 m freestyle swimming and 3 m springboard diving.

The game uses button mashing as the main part of gameplay, but in three events it isn't used (archery, diving) or is slow-paced (swimming).

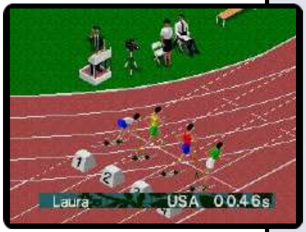

U.S. GOLD
OLYMPIC GOLD
Barcelona'92
14
GENESIS
SEGA

Rarity US: 2
Rarity EU: 2

Olympic Summer Games: Atlanta 1996

5.1

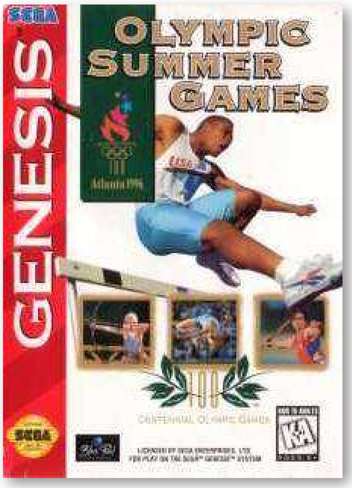
OLYMPIC
SUMMER
GAMES™
PRESS START


Laura
USA
00.46s

N P B

Developer	Tiertex
Publisher	Black Pearl Software
Release date	(us) 1996
	(eu) 1996
Genre	Sports
Mode	1-4 Players

Olympic Summer Games is the 16-bit edition of the official video game of the Atlanta 1996 Olympic Games. It is the third game of a loose "trilogy" also consisting of Olympic Gold and Winter Olympics. Eventsinclude; 100 m sprint, 110 m hurdles, Pole vault, High jump, Long Jump, Triple Jump, Javelin, Discus, Archery and Skeet.


SEGA
GENESIS
OLYMPIC
SUMMER
GAMES
Atlanta 1996
SEGA

Rarity US: 4
Rarity EU: 3

Outback Joey

6.4

OUTBACK
Joey

N/P

N

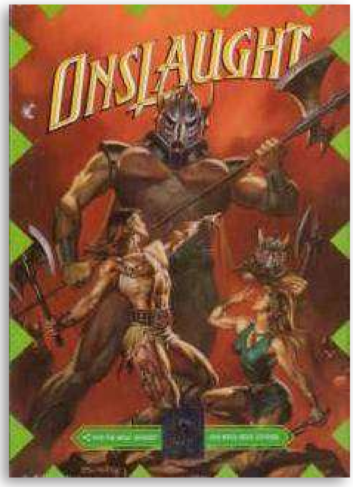
Developer	N/A
Publisher	Heartbeat
Release date	(us) 1993
Genre	Sports
Mode	1 Player

Outback Joey is an extremely rare Genesis game. It was bundled with the Heartbeat Personal Trainer exclusively in North America and was not sold separately. As the Heartbeat Personal Trainer only had a production run of 1000 units, it is assumed only 1000 copies of Outback Joey exist too.

The game is designed to take advantage of the Heartbeat Personal Trainer's fitness controllers. Its rarity and awkward setup means the ROM is yet to be dumped.

HEARTBEAT
PERSONAL
TRAINER
THE NEXT GENERATION IN HOME FUN AND FITNESS
SEGA

Rarity US: 10



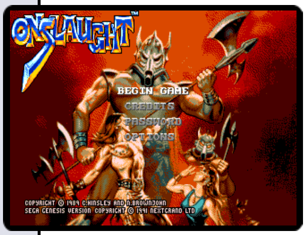
Rarity US: 3

Onslaught

Developer	Realms, Nextgrand, Code Monkeys Ltd.
Publisher	Ballistic
Release date	(us) June, 1991
	(eu) 1991
Genre	Beat'em up
Mode	1 Player

Onslaught is a fantasy platform beat'em up featuring an eerie soundtrack and graphic violence, with strong imagery of blood, gore and warfare. The game is a three-stage task, as first players must fight through hordes of fighters simply to reach the castle, and then they have to climb the various sections of the castle, before battling with its existing inhabitant.

4.6


ONSLAUGHT™
BEGIN GAME
CREDITS
PASSWORD
OPTIONS

N P

SEGA
GENESIS
THE OOZE
KA

Rarity US: 4
Rarity EU: 5

The Ooze

Developer	Sega Technical Institute
Publisher	Sega
Release date	(us) May 6, 1995
	(eu) December, 1995
Genre	Action
Mode	1 Player

In The Ooze, players take the role of a slimy puddle of liquid and face off against various enemies and obstacles.

Dave Sanner of Sega Technical Institute, who was also behind the game Sonic Spinball, came up with the concept for The Ooze and was its lead programmer. The development team also included people who later worked for Blizzard North on Diablo and Diablo II.

6.6

The
OOZE™
©1995 SEGA
ALL RIGHTS
RESERVED

J N P B

SEGA
KOEI
GENESIS
OPERATION EUROPE
PATH TO VICTORY 1939-45
AXIS VS. ALLIES!
GA

Rarity US: 6

Operation Europe: Path to Victory

Developer	Koei
Publisher	Koei
Release date	(us) 1994
Genre	Strategy
Mode	1-2 Players

Operation Europe: Path to Victory is a combat strategy game where players compete in World War II action. The object of the game is to fulfill any one of the military objectives for either the Axis or the Allied forces. Players engage in modern warfare around Western Europe, Eastern Europe, Central Europe, and North Africa.

7.7

OPERATION
EUROPE™
PATH TO VICTORY 1939-45
© 1994 KOEI Corporation
LICENSED BY SEGA ENTERPRISES, LTD.
PRESS START BUTTON

J N

6.4

おそ松くん
はちゃめちゃ劇場
PUSH START BUTTON
SEGA
1988

J

Osomatsu-kun: Hachamecha Gekijō

Developer Sega
Publisher Sega
Release date (jp) December 24, 1988
Genre Platformer
Mode 1 Player

Osomatsu-kun: Hachamecha Gekijō was one of the first four games released on the system during the Mega Drive's introduction; however, it was only released in Japan. The game was based on the Manga/Anime series Osomatsu-kun by Fujio Akatsuka; players controlled the title character and encountered many of the series' characters in a strange (but comical) world.

Mega Drive Cartridge メガドライブ専用
おそ松くん
はちゃめちゃ劇場
SEGA

6.7

The Ottifants

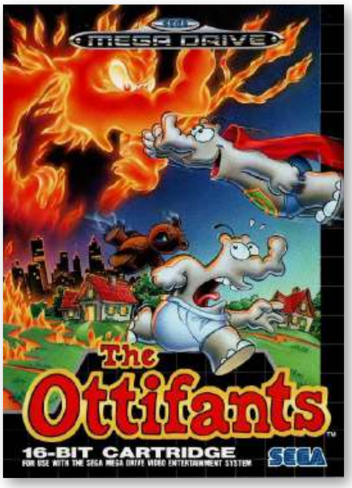
P

The Ottifants

Developer Graftgold
Publisher Sega
Release date (eu) 1993
Genre Platformer
Mode 1 Player

The Ottifants, based on the characters designed by German comedian Otto Waalkes, is a 2D side-scrolling platformer where the player controls Bruno through five worlds. Bruno's primary weapon is his trunk, which gives him the ability to blast enemies by firing sweets at them, or suck in objects like out-of-reach platforms or boxes by holding down the Fire-button.

"mobygames.com"


MEGA DRIVE
The Ottifants
16-BIT CARTRIDGE
SEGA

Rarity EU: 2

6.4

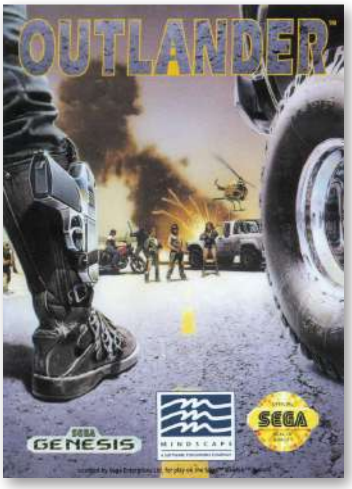
MINDSCAPE PRESENTS
Outlander
START GAME
MUSIC ON
SOUNDFX ON
ENTER PASSWORD

N

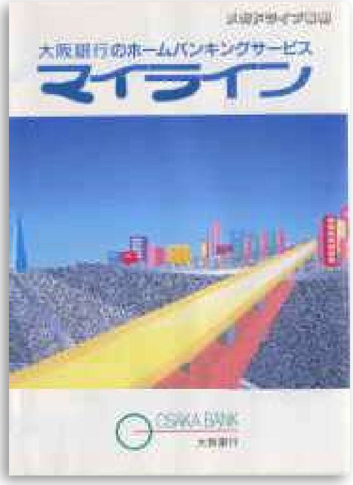
Outlander

Developer Mindscape, Graftgold
Publisher Mindscape
Release date (us) 1992
Genre Action, Racing
Mode 1 Player

Outlander is an action driving video game with a post-apocalyptic theme. The game shares many similarities to the Mad Max film series, originally it was developed as The Road Warrior based on the Mad Max sequel, however near completion Mindscape lost the rights to the license and the title was changed to Outlander to avoid legal issues.


OUTLANDER
SEGA GENESIS
MINDSCAPE
SEGA

Rarity US: 5


大阪銀行のホームバンキングサービス
マイライン
OSAKA BANK
大阪銀行

Rarity JP: 9K+

Osaka Bank My Line

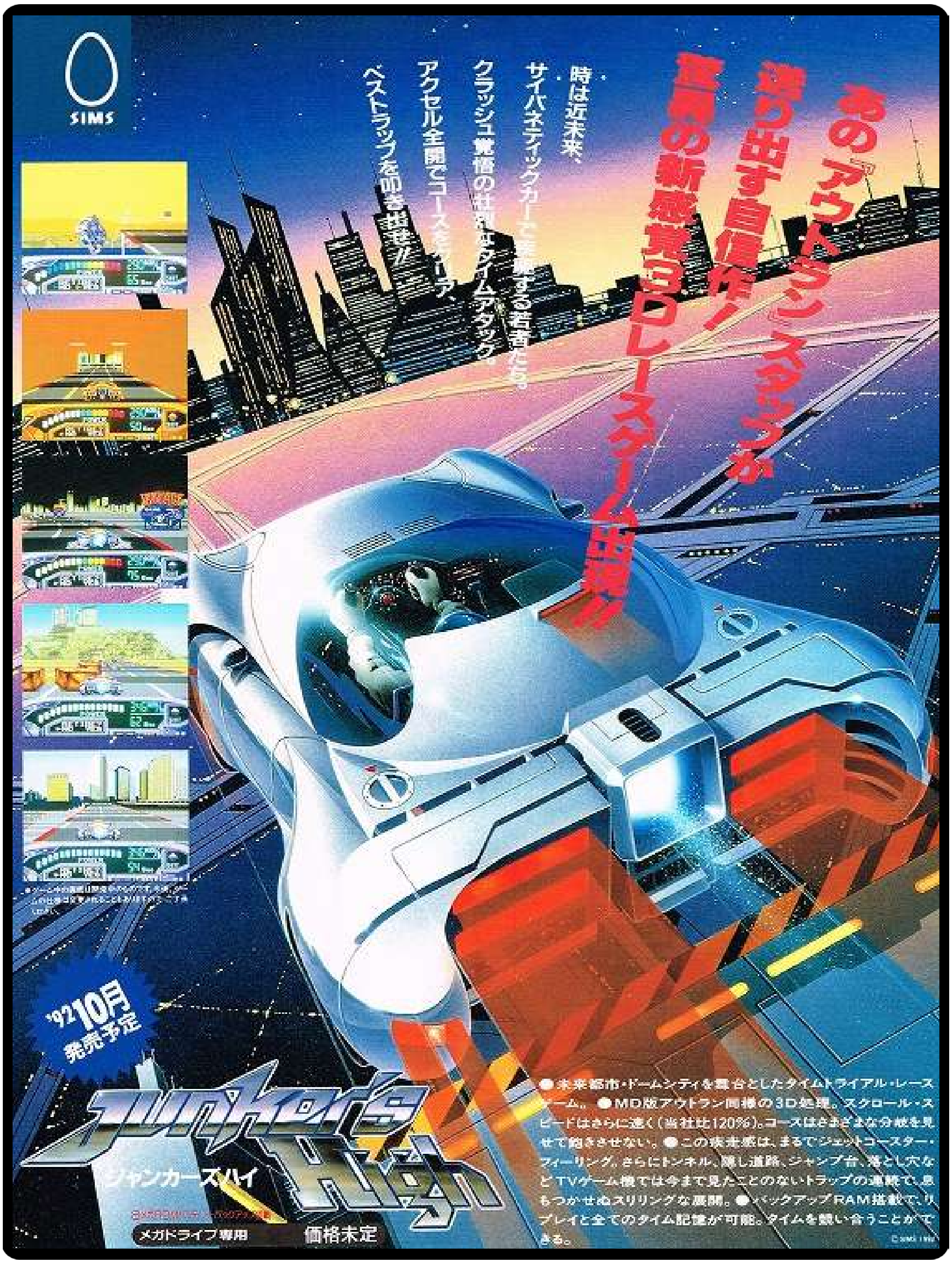
Developer	N/A
Publisher	N/A
Release date	(jp) N/A
Genre	Software
Mode	1 Player

Osaka Bank My Line (real name unconfirmed) is a ridiculously rare Sega Mega Drive cartridge that interfaces with the Sega Mega Anser. Little is known about it. no-intro's undumped list claims a demo version also exists.

"segaretro.org"

N/P

N/P


SIMS
あの「アウトラン」スタッフが
送り出す自信作！
驚異の新感覚3Dレースゲーム出現!!
'92 10月
発売予定
Junker's High
ジャンカーズハイ
メガドライブ専用
価格未定

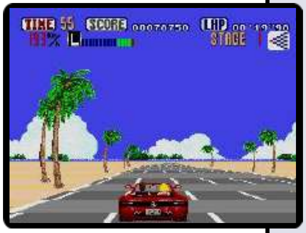
時は近未来、サイバネティックカーで疾駆する若者たち。クラッシュ覚悟の壮絶なタイムアタック。アクセル全開でコースをクリア、ベストラップを叩き出せ!!

●未来都市・ドームシティを舞台としたタイムトライアル・レースゲーム。●MD版アウトラン同様の3D処理。スクロール・スピードはさらに速く（当社比120%）。コースはさまざまな分岐を見せて飽きさせない。●この疾走感は、まるでジェットコースター・フィーリング。さらにトンネル、隠し道路、ジャンプ台、落とし穴などTVゲーム機では今まで見たことのないトラップの連続で、息もつかせぬスリリングな展開。●バックアップRAM搭載で、リプレイと全てのタイム記録が可能。タイムを競い合うことができる。

© SIMS 1992

7.5

OutRun
PRESS START BUTTON


TIME
SCORE
LAP
STAGE 1

J N P B

OutRun

Developer	Sega AM2, Hertz Co., Ltd.
Publisher	Sega
Release date	(us) 1991 (eu) October, 1991
Genre	Racing
Mode	1 Player

The goal of OutRun is to simply drive the sports car to one of the five goals, labeled a to e, without running out of time. Due to limitations in the technology, it is impossible to fully turn the car around, nor is it possible to reverse. Crashing into either other cars or scenery does not cause the player to lose lives, just time. After an area is cleared, checkpoints will allow the player to increase their time.

SEGA GENESIS
OutRun
SEGA

Rarity US: 3
Rarity EU: 3

6.9

Out Run 2019
START
OPTIONS
RECORDS
© 1993 SIMS CO.,LTD.
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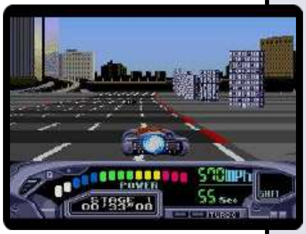


J N P

OutRun 2019

Developer	Hertz Co., Ltd.
Publisher	Sega, (jp) SIMS
Release date	(us) February, 1993 (eu) 1993
Genre	Racing
Mode	1 Player

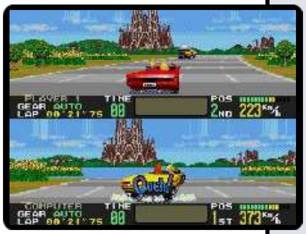
OutRun 2019 is a Mega Drive/Genesis-only pseudo-sequel to Out Run that takes place in the future. The object is to race against a time limit in a rocket-boosted car across four different stages around the world. Like the original Out Run, there is a fork in the road before each checkpoint; however, there can also be forks within a single route.

GENESIS
OUTRUN 2019
SEGA

Rarity US: 4
Rarity EU: 4

7.1

OutRunners
START
MAD POWER



J N

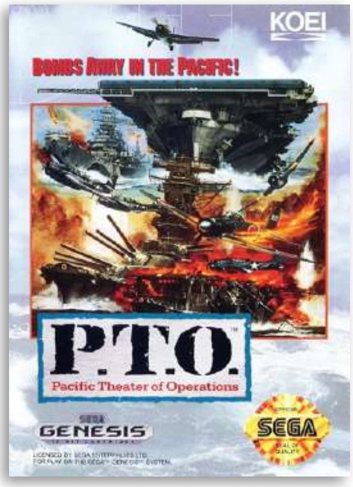
OutRunners

Developer	Sega AM2
Publisher	Data East, (jp) Sega
Release date	(us) June 14, 1994
Genre	Racing
Mode	1-2 Players

OutRunners is the fourth game in the Out Run series, following Battle Out Run and Turbo Outrun. After Turbo Outrun's departure from Out Run's laid-back, charming atmosphere, fans wanted a game that captured the spirit of the original. OutRunners succeeded in doing this; it brought back the ability to take different paths through forks in the road , returned to a light-hearted atmosphere, and distanced itself well from the "serious" Turbo Outrun.

SEGA
DATA EAST
THE ULTIMATE ARCADE RACE COMES HOME!
OutRunners
GENESIS
GA

Rarity US: 4


KOEI
BOMBS AWAY IN THE PACIFIC!
P.T.O.
Pacific Theater of Operations
GENESIS
SEGA

Rarity US: 5

P.T.O.: Pacific Theater of Operations

Developer	Koei
Publisher	Koei
Release date	(us) 1993
Genre	Strategy
Mode	1-2 Players

Players can assume one side of the Pacific Theater of Operations during World War II, acting as naval commander, organizing fleets, building new ships, appropriating supplies and fuel, and even engaging in diplomacy with other countries. The player can choose one of several World War Two battles to simulate, or could control the entire Pacific campaign well before the Japanese attack on Pearl Harbor.

7.8

P.T.O.
Pacific Theater of Operations
PRESS START
LICENSED BY SEGA ENTERPRISES LTD.

Port Rest Fix Ord Info Data Conf
Nov. 1, 1941 12:00
Allies
Pennsylvania
Hawaii

J N

SEGA
namco
PAC-ATTACK
GENESIS
GA

Rarity US: 6
Rarity EU: 4

Pac-Attack

Developer	Namco
Publisher	Namco
Release date	(us) 1993 (eu) 1993
Genre	Puzzle
Mode	1-2 Players

Pac-Attack is a puzzle game in the vein of Columns and Dr. Mario. It was adapted from Cosmo Gang the Puzzle, an arcade game released in the previous year.

On a Tetris-like board the player drops blocks consisting of Ghosts, Blocks, Pac-Man, and one Fairy to the ground. The objective is to not let the blocks overflow, let Pac-Man eat the ghosts, and make lines to shorten the amount of blocks on the board.

7.1

PAC-ATTACK
TM&©1993 NAMCO LTD.
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NAMCO HOMETEK INC.
LICENSED BY
SEGA ENTERPRISES LTD.

SCORE
0501000
LEVEL

N P

SEGA
PAC-MAN 2
THE NEW ADVENTURES
GENESIS
namco
GA

Rarity US: 3

Pac-Man 2: The New Adventures

Developer	Namco
Publisher	Namco Hometek
Release date	(us) 1994
Genre	Adventure
Mode	1 Player

Pac-Man 2: The New Adventures, known in Japan as Hello! Pac-Man, is a side-scrolling adventure game "sequel" to Pac-Man. Instead of being a maze game like the majority of its predecessors, Pac-Man 2 incorporates light point-and-click adventure game elements. The game borrows its structure and certain elements from Pac-Land, and also appears to contain certain elements from the animated series.

6.3

PAC-MAN 2
THE NEW ADVENTURES
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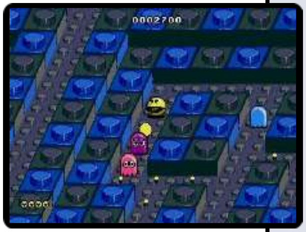
namco
NAMCO HOMETEK INC.
LICENSED BY SEGA ENTERPRISES LTD.

N

7.1



N P

Pac-Mania

Developer	Namco, Sculptured Software
Publisher	Tengen
Release date	(us) September, 1991
	(eu) 1991
Genre	Maze
Mode	1-2 Players

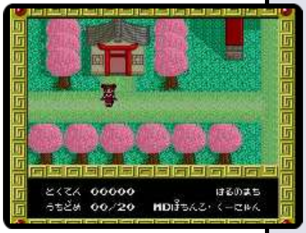
As in Pac-Man, the objective of Pac-Mania is to score as many points as possible. The game contains several new features and significant differences from its original counterpart. The most noticeable change is the pseudo-3D format, in which Pac-Man always occupied the center of the screen. In addition, the player can press a button to cause Pac-Man to jump, allowing him to evade most ghosts by jumping over them.

PAC-MANIA
SEGA GENESIS
TENGEN

Rarity US: 5
Rarity EU: 3

3.2

パチンコ
クーニャン
PUSH START
©1992 SOFT VISION



J

Pachinko Kuunyan

Developer	Soft Vision
Publisher	Soft Vision
Release date	(jp) December 18, 1992
Genre	Board game
Mode	1 Player

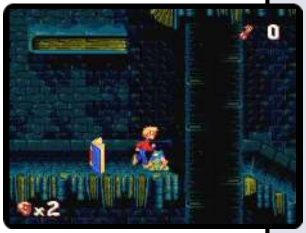
Pachinko Kuunyan is a pachinko game much like the Pachio-kun series. The player navigates Ren through overhead areas, entering pachinko halls and playing the machines. Each of the five cities has several pachinko halls, and Ren must empty out a certain number of machines before she can move on to the next city. If she runs out of balls, then the game is over.

"mobygames.com"

パチンコ
クーニャン
SOFT VISION
メガドライブ専用

5.4

the Pagemaster
PRESS START



N P

The Pagemaster

Developer	Probe Software, Atod AB
Publisher	Fox Interactive
Release date	(us) 1994
	(eu) 1994
Genre	Platformer
Mode	1 Player

The Pagemaster is a video game released in conjunction with the 1994 film The Pagemaster. The character can be guided through a selection of literature genre-themed levels, ranging from horror to adventure and fantasy worlds. Magic can be used, and stomping enemies to death by jumping on their heads is permitted. Enemies include bats, flying books, giant hands, ghosts, pirates, and more.

SEGA
the Pagemaster
GENESIS
GA

Rarity US: 3
Rarity EU: 3

メガドライブ専用
パノラマコットン
PANORAMA COTTON
SUNSOFT

Panorama Cotton

Developer	Success
Publisher	Sunsoft
Release date	(jp) August 12, 1994
Genre	Shooter
Mode	1 Player

Panorama Cotton is the third entry in the Cotton series and made a major departure from the original gameplay formula of prior Cotton entries; instead of being a side-scrolling shooter like the others, it was a pseudo-3D shooter in the style of Sega's classic arcade hit Space Harrier. Stylistically, it also stands out for having lost the melancholy undertones that the other games have; instead, it simply strives to be uniquely psychedelic.

8.1

PANORAMA
COTTON
パノラマ コットン
©SUNSOFT 1994
©SUCCESS 1994
START
OPTION

J

PAPERBOY
GENESIS
SEGA
TENGEN

Rarity US: 3
Rarity EU: 3

Paperboy

Developer	Atari Games, Motivetime, Arc Developments
Publisher	Tengen
Release date	(us) February, 1992 (eu) January, 1992
Genre	Action
Mode	1-2 Players

Paperboy is an arcade game developed by Atari Games which was ported to variety of systems since its initial release in 1984, including the Mega Drive.

The player attempts to deliver a week of daily newspapers to subscribing customers, attempts to vandalize non-subscribers' homes and must avoid hazards along the street. Subscribers are lost by missing a delivery or damaging a subscriber's house.

6.4

J N P

PAPERBOY 2
GENESIS
SEGA
TENGEN

Rarity US: 4
Rarity EU: 4

Paperboy 2

Developer	Tengen
Publisher	Tengen
Release date	(us) 1992 (eu) 1992
Genre	Action
Mode	1-2 Players

While Paperboy debuted in arcades and was subsequently ported to home systems, this game was only released for consumer systems. The game was much like the original: the player controls a paperboy who must navigate a bizarre series of obstacles, while trying to deliver the morning paper to various customers on a street (though unlike its predecessor, papers had to be delivered to houses on both sides of the street).

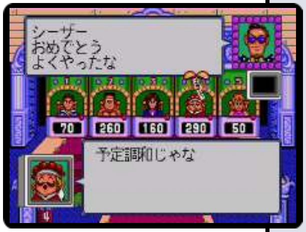
6.6

PAPERBOY II
RELEASED BY CENSOR
© 1992 TENGEN
MANUFACTURED FOR PLAY ON SEGA MEGA DRIVE

N P B

6.3

パーティークイズ
MEGA Q
PUSH START BUTTON
© 1993 SEGA


シーザー
おめでとう
よくやったな
70
260
160
290
50
予定調和じゃな

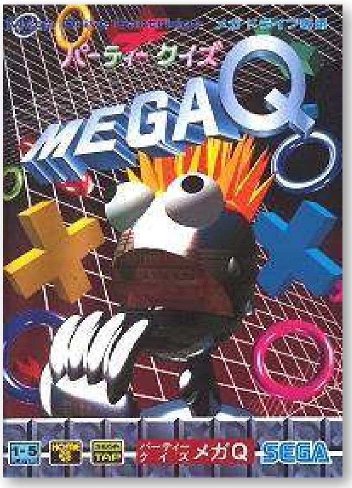
J

Party Quiz: Mega Q

Developer	Minato Giken
Publisher	Sega
Release date	(jp) November 5, 1993
Genre	Game show
Mode	1-5 Players

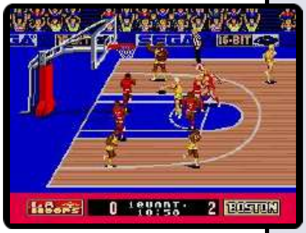
Mega Q is a general-knowledge quiz game for up to 5 players, themed to look like an over-the-top TV game show. The main attraction is the TV mode, which follows a game show format complete with an intro sequence and commercial breaks (featuring ads for Sega products).

"mobygames.com"


パーティークイズ
MEGA Q
SEGA

5.4

SuperReal
BASKETBALL™
PUSH START BUTTON
© SEGA 1990


SEGA
16-BIT
0
2
BOSTON

J N P

Pat Riley Basketball

Developer	Sega
Publisher	Sega
Release date	(us) December 31, 1990 (eu) December 31, 1990
Genre	Sports
Mode	1-2 Players

Pat Riley Basketball, also known as Super Real Basketball and World Cup Basketball, have two modes and eight different teams to choose from. Pat Riley was the coach of the Los Angeles Lakers at the time of the game's release.

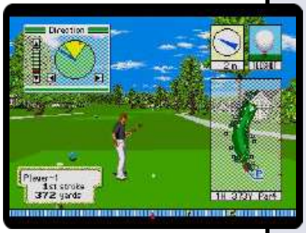
Like regulation basketball, there are four quarters, but the player can set the length of the quarters (five, twelve, or twenty minutes per quarter).

SEGA
GENESIS
Pat Riley
BASKETBALL

Rarity US: 1

6.4

TRUE GOLF CLASSICS
PEBBLE BEACH GOLF LINKS
PRESS START BUTTON
©1994 SEGA
©1992,1994 T&ESOFT
Computer Design by T&ESOFT


Direction
Player-1
1st stroke
372 yards

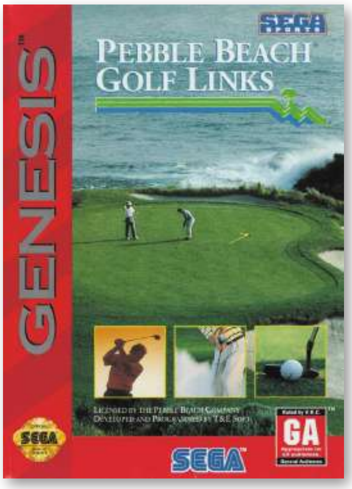
J N P B

Pebble Beach Golf Links

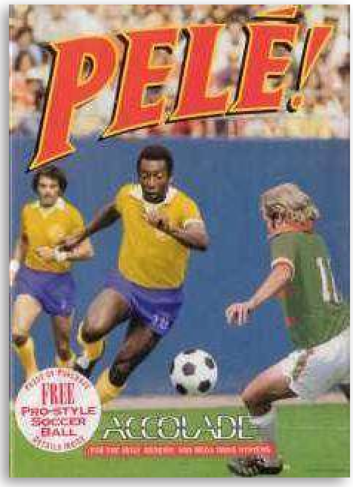
Developer	T&E Soft
Publisher	Sega Sports, (jp) Sega
Release date	(us) 1994 (eu) February, 1994
Genre	Sports
Mode	1-4 Players

True Golf Classics: Pebble Beach Golf Links is a traditional golf simulation that was originally released in 1992 for the Super Famicom. It is part of T&E Soft's True Golf series.

The golfing engine is very complex and it takes many button pushes on the game pad in order to deliver a single stroke. There is match play, stroke play, and a tournament mode.


SEGA
PEBBLE BEACH GOLF LINKS
GENESIS
GA
SEGA

Rarity US: 2
Rarity EU: 4



Rarity US: 3
Rarity EU: 2

Pelé!

Developer Radical Entertainment
Publisher Accolade
Release date (us) 1993
(eu) 1993
Genre Sports
Mode 1-2 Players

Pelé! is a soccer game that lets the player take control of soccer legend Edson Arantes do Nascimento (better known as Pelé). There are forty different international teams to choose from and the game has a two separate single player modes. In Practice the player chooses the teams and learns the basic fundamentals of the game. In Season, the player competes in an 18 game season in order to compete for the championship.

5.3

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PELÉ, Pelé's signature and Pelé's likeness are trademarks of Glory Establishment used under license by Accolade, Inc.

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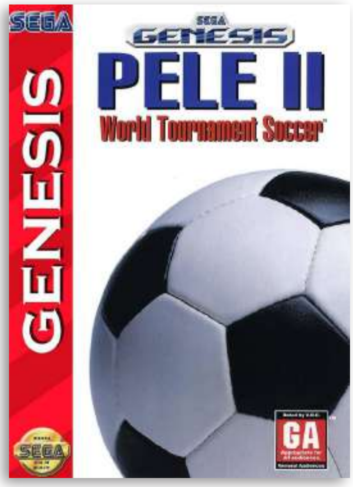
N P



Rarity US: 4
Rarity EU: 4

Pelé II:
World Tournament Soccer

Developer Radical Entertainment
Publisher Sport Accolade
Release date (us) 1994
(eu) 1994
Genre Sports
Mode 1-4 Players

Released to coincide with the 1994 World Cup in the United States, the game features all 24 nations from that competition, meaning many teams such as France, England and Czech Republic are omitted from the roster. Since U.S. Gold's World Cup USA '94 held the exclusive FIFA license for the tournament, each team in Pelé II has a squad of thirteen fictitious players.

5.1

Pelé's
World
Tournament
Soccer

N P

MEGA DRIVE
PENGO
ペンゴ
SEGA

Pepen ga Pengo

Developer JSH
Publisher Sega
Release date (jp) December 22, 1995
Genre Maze
Mode 1-4 Players

Pepenga Pengo is a sequel to the 1982 arcade game, Pengo. The game takes the basic template of the 1982 original and expands on it, offering a greater variety of enemies, various environmental hazards, and power-ups, along with of course updated 16-bit graphics and sound. The goal is still to push blocks and crush enemies.

Pepenga Pengo contains a port of the original game, though the music has been changed.

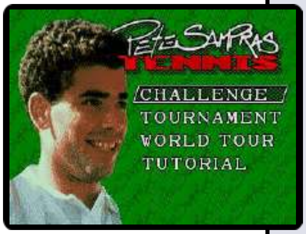
8.0

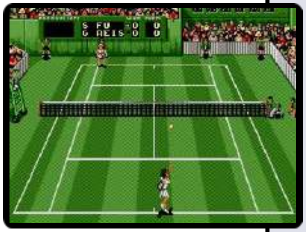
PENGO
PRESS START BUTTON
©SEGA 1995

×03 005100
TIME 01:21

J

7.0


PETE SAMPRAS TENNIS
CHALLENGE
TOURNAMENT
WORLD TOUR
TUTORIAL



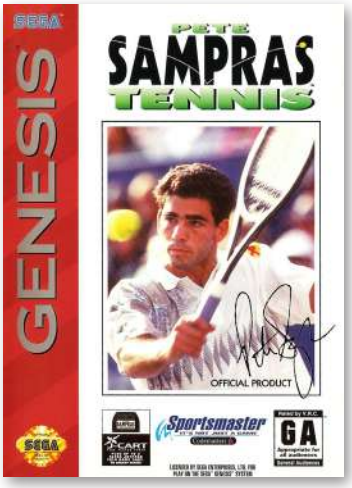
N P

Pete Sampras Tennis

Developer	Codemasters
Publisher	Sportsmaster
Release date	(us) 1994 (eu) June 16, 1994
Genre	Sports
Mode	1-4 Players

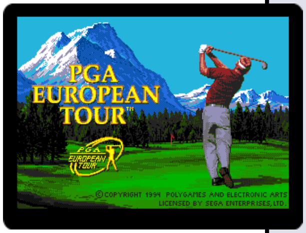
Pete Sampras Tennis was the first game of three of this celebrity-endorsed tennis video game series, released by British software house Codemasters.

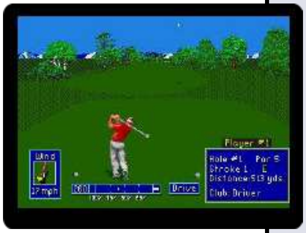
While Pete Sampras Tennis uses all three control pad buttons, the game play remains simple yet realistic, for its time. The game has three main modes: Challenge match, Tournament and World Tour.


SEGA
GENESIS
PETE SAMPRAS TENNIS
OFFICIAL PRODUCT
Sportsmaster
J-CART
GA

Rarity US: 2
Rarity EU: 2

6.8


PGA EUROPEAN TOUR
©COPYRIGHT 1994 POLYGAMES AND ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES,LTD.


Wind
Player #1
Hole #1 Par 5
Stroke 1
Club Driver
Drive

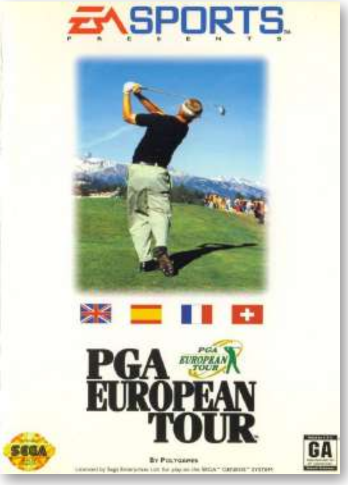
N P

PGA European Tour

Developer	Polygames
Publisher	EA Sports
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-4 Players

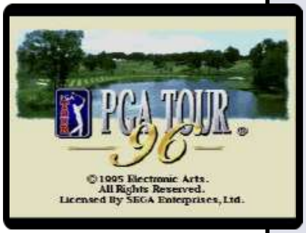
European Tour is best thought of as a remake of the original PGA Tour Golf, rather than a sequel as such. It features 5 courses from across Europe, and 60 top European pros, rather than the US-leaned lineup of the original. The graphics are much more detailed and colorful, as one would expect considering the intervening years of advances in programming skill.

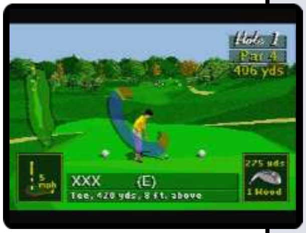
"mobygames.com"


EA SPORTS
PRESENTS
PGA EUROPEAN TOUR
SEGA
GA

Rarity US: 2
Rarity EU: 2

6.3


PGA TOUR 96
©1995 Electronic Arts.
All Rights Reserved.
Licensed By SEGA Enterprises, Ltd.

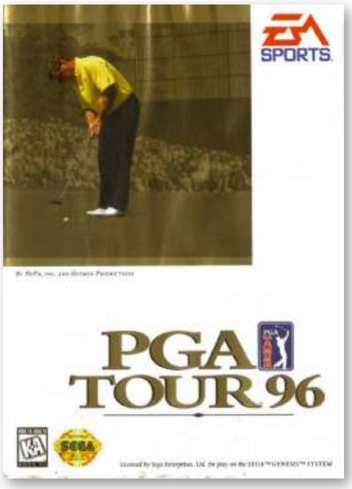

Hole 1
Par 4
406 yds
XXX (E)
275 yds
1 Wood

N P

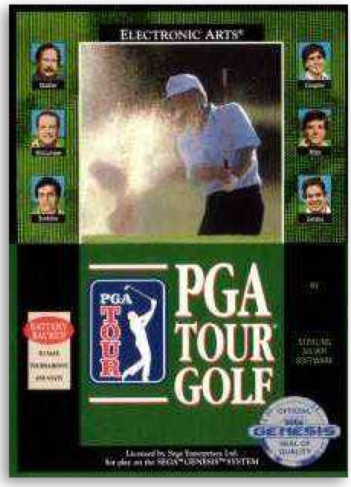
PGA Tour 96

Developer	NuFX, Hitmen Productions
Publisher	EA Sports
Release date	(us) 1995 (eu) 1995
Genre	Sports
Mode	1-4 Players

PGA Tour 96 has fewer courses and golfers than previous installments. The game features 10 professional golfers as playable or as CPU opponents: Brad Faxon, Lee Janzen, Tom Kite, Bruce Lietzke, Davis Love III, Mark O'Meara, Peter Jacobsen, Jeff Sluman, Craig Stadler, and Fuzzy Zoeller. The featured courses are Spyglass Hill, TPC at Sawgrass, TPC at River Highlands.


EA SPORTS
PGA TOUR 96
SEGA

Rarity US: 3
Rarity EU: 3


ELECTRONIC ARTS
PGA TOUR GOLF

Rarity US: 2
Rarity EU: 1

PGA Tour Golf

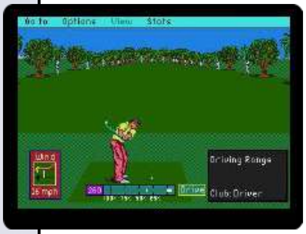
Developer	Sterling Silver Software
Publisher	Electronic Arts
Release date	(us) 1991 (eu) May, 1991
Genre	Sports
Mode	1-4 Players

The first game in the long running golf series was originally released in 1990 for DOS computers. The Genesis port features 6 professional golfers as playable or as CPU opponents; Fred Couples, Mark McCumber, Larry Mize, Joey Sindelar, Craig Stadler, Bruce Lietzke.

Mega placed it at number 10 in their Top Mega Drive Games of All Time.

6.5

PGA TOUR GOLF
Copyright © 1991 Sterling Silver Software and Electronic Arts
Licensed by Sega Enterprises Ltd.


Go to
Options
View
Stats
Driving Range
Club: Driver

N P

EA SPORTS
ELECTRONIC ARTS
PGA TOUR GOLF II
SEGA

Rarity US: 3
Rarity EU: 1

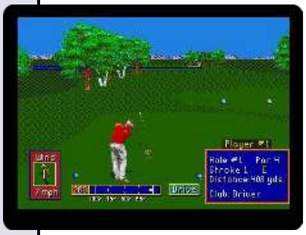
PGA Tour Golf II

Developer	Polygames
Publisher	EA Sports, (jp) Electronic Arts Victor
Release date	(us) 1992 (eu) 1993
Genre	Sports
Mode	1-4 Players

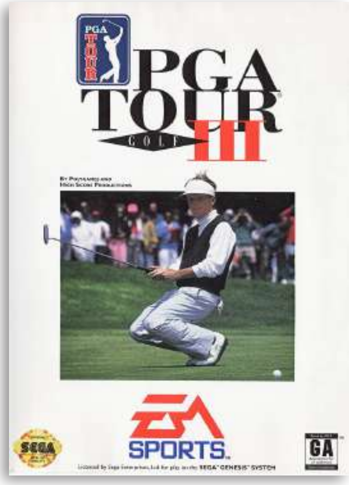
PGA Tour Golf II features the courses TPC at Avenel, TPC at Sawgrass, TPC at Southwind, TPC of Scottsdale, TPC at Eagle Trace, and PGA West Stadium. The game features 10 professional golfers as playable or as CPU opponents: Paul Azinger, Craig Stadler, Fuzzy Zoeller, Fred Couples, Tommy Armour III, Bruce Lietzke, Mark McCumber, Mark O’Meara, Larry Mize, and Joey Sindelar.

6.4

PGA TOUR GOLF II


Player #1
Club: Driver
Drive

J N P


PGA TOUR GOLF III
EA SPORTS
SEGA

Rarity US: 3
Rarity EU: 2

PGA Tour Golf III

Developer	Polygames, High Score Productions
Publisher	EA Sports
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-4 Players

PGA Tour Golf III features 11 professional golfers as playable or as CPU opponents: Brad Faxon, Jim Gallagher, Jr., Lee Janzen, Tom Kite, Bruce Lietzke, Davis Love III, Mark O’Meara, Jeff Sluman, Craig Stadler, and Fuzzy Zoeller. The featured courses are TPC at River Highlands, TPC at The Woodlands, TPC at Avenel, TPC at Summerlin, TPC at Sawgrass, TPC at Las Colinas, TPC at Southwind, and TPC of Scottsdale.

6.5

PGA TOUR GOLF III
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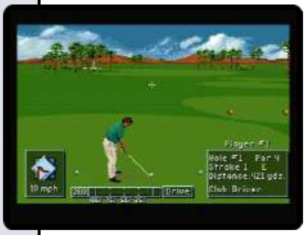

Player #1
Club: Driver
Drive

N P

7.5

PHANTASY STAR
START
CONTINUE
© SEGA 1988

J

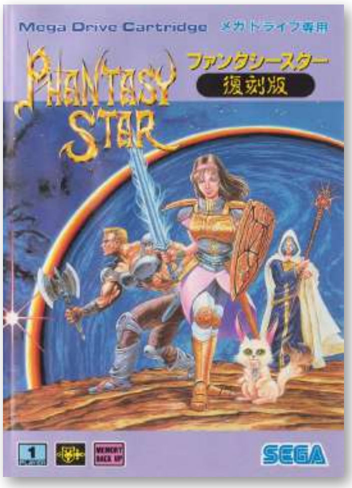
Phantasy Star Fukkokuban

Developer	Sega AM7
Publisher	Sega
Release date	(jp) April 2, 1994
Genre	Role-playing
Mode	1 Player

Phantasy Star Fukkokuban is merely the Master System version of Phantasy Star on a Mega Drive cartridge PCB with the appropriate connector pin to signal Master System mode changed accordingly (which is how passthrough devices like the Power Base Converter work).

The situation behind this release is unknown; the most prominent rumor is that it was a contest giveaway.

"Segaretro.org"


Mega Drive Cartridge メガドライブ専用
PHANTASY STAR
ファンタシースター
復刻版
SEGA

7.6

PHANTASY STAR II
TM
© SEGA 1989

J N P B

Phantasy Star II

Developer	Sega AM7
Publisher	Sega
Release date	(us) January, 1990 (eu) February, 1991
Genre	Role-playing
Mode	1 Player

Phantasy Star II is the second installment in Sega's acclaimed Phantasy Star series and takes place 1,000 years after the events of its predecessor. It follows the journey of a government agent named Rolf and his friends, who are on a mission to discover why the protector of the planet Mota, Mother Brain, has started malfunctioning.

SEGA
GENESIS
PHANTASY STAR II
TM
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 2
Rarity EU: 4

6.8

Generations of Doom
TM
PHANTASY STAR III
PRESS START BUTTON.
©SEGA 1991

J N P B

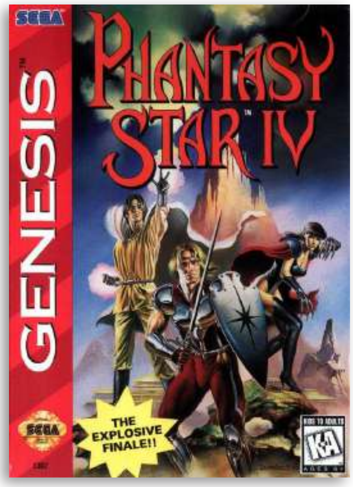
Phantasy Star III: Generations of Doom

Developer	Sega AM7
Publisher	Sega
Release date	(us) June, 1991 (eu) October, 1991
Genre	Role-playing
Mode	1 Player

Phantasy Star III is the sequel to Phantasy Star II, although the connections to other games in the Phantasy Star series are not immediately evident. Gameplay is similar to the games before it in the series, with combat still being turn-based and battles randomly occurring. Players must explore both overworld maps and dungeons in order to progress through the game.

SEGA
GENESIS
PHANTASY STAR III
GENERATIONS OF DOOM
ROLE PLAYING GAMES

Rarity US: 2
Rarity EU: 4


SEGA
GENESIS
PHANTASY STAR IV
THE EXPLOSIVE FINALE!!
KA

Rarity US: 2
Rarity EU: 5

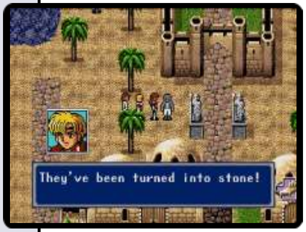
Phantasy Star IV: The End of the Millennium

Developer	Sega AM7
Publisher	Sega
Release date	(us) 1994 (eu) 1995
Genre	Role-playing
Mode	1 Player

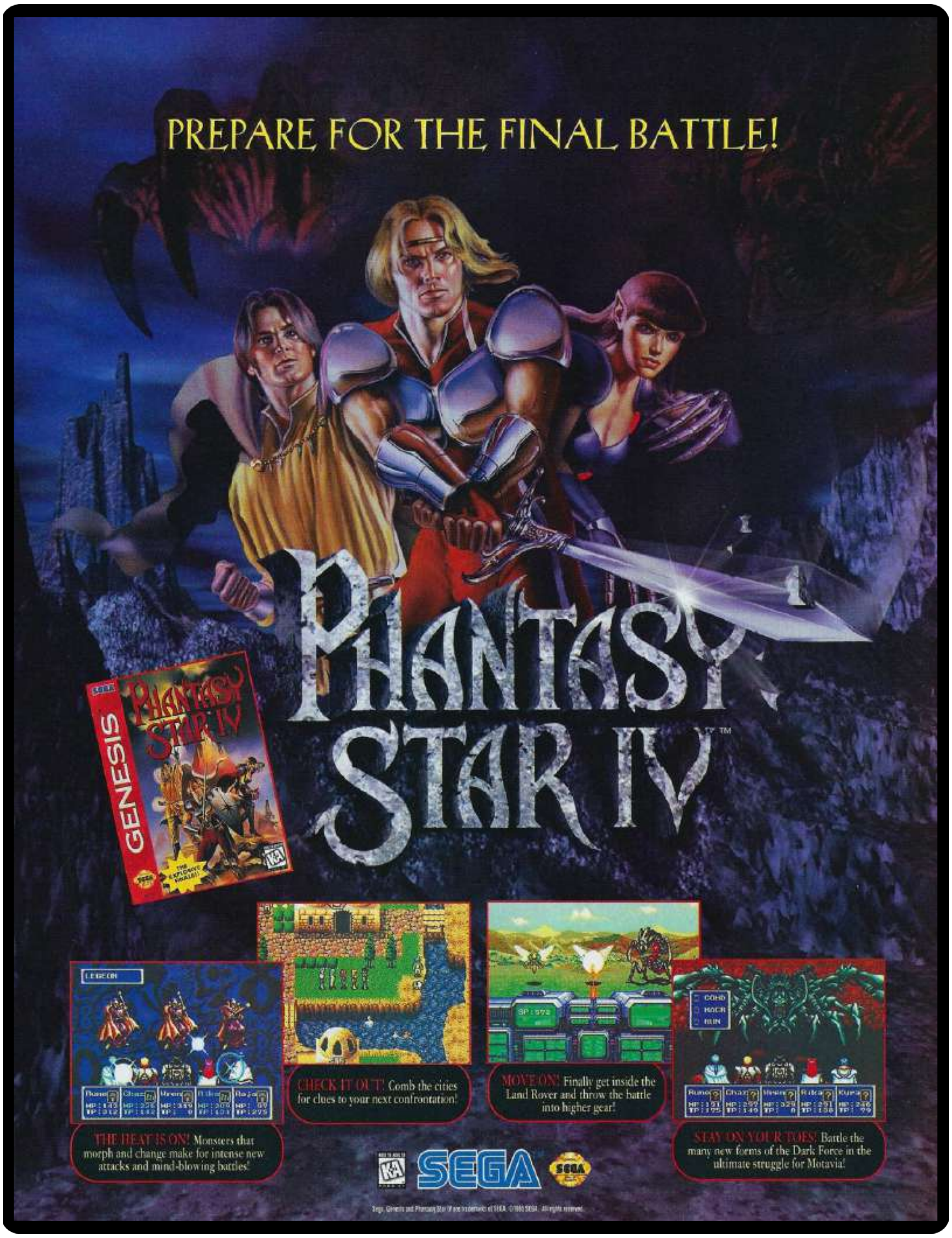
Phantasy Star IV is the fourth and final game in the original Phantasy Star series, concluding the story of the Algol Star System. The game has a number of features new to the series, including combination techniques, manga-style panel illustrations that accompany the narrative, and an expanded script.

8.9

Phantasy Star
The end of the millennium
PRESS START BUTTON
TM & © SEGA 1994


They've been turned into stone!

J N P


PREPARE FOR THE FINAL BATTLE!
PHANTASY STAR IV
GENESIS
SEGA

THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!

CHECK IT OUT! Comb the cities for clues to your next confrontation!

MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!

STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!

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Phantom 2040

7.3

PHANTOM
START GAME
OPTIONS
PASSWORD

N P B

Developer	Illusions
Publisher	Viacom New Media
Release date	(us) 1995
	(eu) October, 1995
Genre	Action-adventure
Mode	1 Player

The game is directly based upon the animated television series Phantom 2040 but follows a plotline not strictly taken by the show.

Phantom 2040 has a heavy emphasis on exploration. It is up to the player to locate the area's objective or exit, and every area offers optional areas with restoration kits or weapon upgrades.

SEGA
GENESIS
PHANTOM
2040
VIACOM

Rarity US: 4
Rarity EU: 4

Phelios

6.5

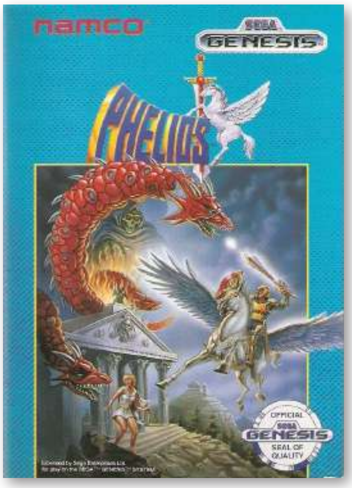
PRESS START BUTTON
PHELIOS
namco
TM
©1988 1990 NAMCO
ALL RIGHTS RESERVED

J N P

Developer	Namco
Publisher	Namco Hometek
Release date	(us) 1990
	(eu) December, 1991
Genre	Shooter
Mode	1 Player

Phelios is a 1988 arcade shoot-'em-up by Namco ported to the Genesis in 1990. The game features a plot loosely based on Greek mythology. The player takes control of the knight Apollo, on the winged horse Pegasus.

The arcade version of this game was never released in the United States, due to Artemis's "bondage/torture" scenes, which were shown between each stage.


namco
SEGA
GENESIS
PHELIOS
OFFICIAL SEGA GENESIS SEAL OF QUALITY

Rarity US: 4
Rarity EU: 5

Pink Goes To Hollywood

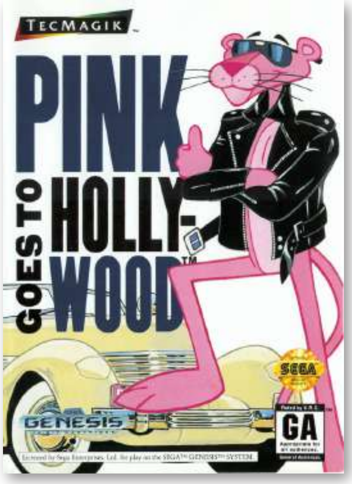
5.2

PINK
GOES TO
HOLLYWOOD
Licensed by Sega Enterprises, Ltd.
(C)Copyright MGM All Rights Reserved
PRESS START!
Design & Program (C)1993 TecMagik
Developed by HeadGames, Inc.

N P B

Developer	Headgames, Manley & Assoc., Nu Romantic
Publisher	TecMagik
Release date	(us) 1993
	(eu) 1993
Genre	Action-platformer-
Mode	1 Player

The Pink Panther is on his way to Hollywood to audition for an important role. Chased by his nemesis Inspector Clouseau, he flees into the MGM Studios. From the main entrance, players can enter different movie sets with distinct areas such as graveyards, manors or the jungle. Using a side-scrolling view, Pink Panther can jump, duck, run, climb and use a boxing glove to knock out enemies.


TECMAGIK
PINK
GOES TO
HOLLY-
WOOD
SEGA
GENESIS
GA

Rarity US: 4
Rarity EU: 5

SEGA
SUNSOFT
16 MEG
The Pirates of Dark Water
GENESIS
GA

Rarity US: 2
Rarity EU: 5

The Pirates of Dark Water

6.6

Developer Iguana Entertainment
Publisher Sunsoft
Release date (us) 1994
(eu) 1994
Genre Platformer
Mode 1 Player

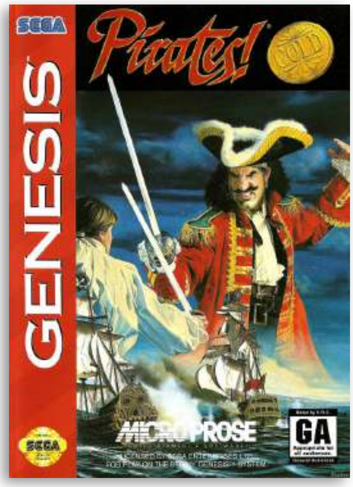
Based on the cartoon by the same name, The Pirates of Dark Water is a side scrolling hack'n slash platformer with a few adventure elements.

Players take control of either Ren, Ioz or Tula who can jump, climb, attack and throw enemies. In most levels they are required to find keys to unlock doors and talk to NPCs who will give them hints.

"mobygames.com"

The Pirates of
DARK WATER
START
MENU

N P


SEGA
Pirates!
GOLD
GENESIS
MICROPROSE
GA

Rarity US: 3

Pirates! Gold

8.4

Developer MicroProse
Publisher MicroProse
Release date (us) 1993
Genre Strategy, Action-adventure
Mode 1 Player

"Pirates! Gold" is a sequel to the 1987 release "Sid Meier's Pirates!". The game is a pirate simulator in which the player tries to gain wealth and high status by sailing the seas.

As with the original, this is a blend of strategy, action and adventure. Pirates! Gold let players take the role of a beginning buccaneer in the 17th century Spanish Main, in search of fame and fortune.

Pirates!
GOLD
Copyright (C) 1993, MicroProse Software Inc.
Licensed by Sega Enterprises, Ltd.

N

PIT-FIGHTER
GENESIS
TENGEN

Rarity US: 2
Rarity EU: 3

Pit-Fighter

6.2

Developer Atari Games, Sterling Silver Software
Publisher Tengen
Release date (us) November, 1991
(eu) 1992
Genre Fighting
Mode 1-2 Players

Pit-Fighter is a 1990 arcade fighting game by Atari Games, notable for its early use of digitized live actors. The game was ported to the Genesis in 1991.

The gameplay is similar to Taito's Violence Fight. The player must jump, punch, and kick their opponent until their energy runs out. If the player presses all three of the buttons at a time, the character will perform a "super move".

PIT-FIGHTER

J N P

6.8

PITFALL
THE MAYAN ADVENTURE
START
OPTIONS
INFO

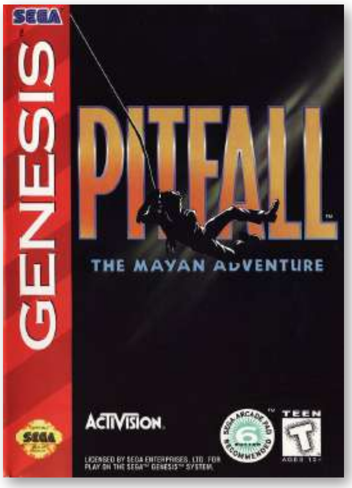
Sc N P B

Pitfall: The Mayan Adventure

Developer	Activision, Krisalis Software
Publisher	Activision
Release date	(us) 1995 (eu) December, 1994
Genre	Platformer
Mode	1 Player

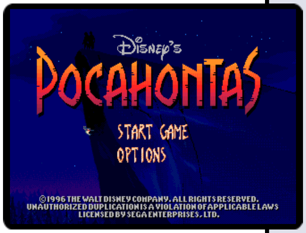
Pitfall: The Mayan Adventure is part of the Pitfall series, and is notable for being one of the few games to be released on both the Sega 32X and Sega Mega-CD Sega Mega Drive add-ons, as well as being a standalone title for the standard Mega Drive system.

In the game the player controls Pitfall Harry Jr., the son of the hero from the first games who must rescue his father.


SEGA
GENESIS
PITFALL
THE MAYAN ADVENTURE
ACTIVISION
TEEN

Rarity US: 3
Rarity EU: 2

6.7


Disney's
POCAHONTAS
START GAME
OPTIONS
©1996 THE WALT DISNEY COMPANY. ALL RIGHTS RESERVED. UNAUTHORIZED DUPLICATION IS A VIOLATION OF APPLICABLE LAWS
LICENSED BY SEGA ENTERPRISES, LTD.

N P B

Pocahontas

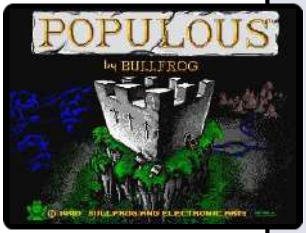
Developer	Funcom
Publisher	Disney Interactive
Release date	(us) 1996 (eu) 1996
Genre	Platformer
Mode	1 Player

Disney's Pocahontas is a platform game based on the film of the same name. It follows the plot of the film, but with many variations in situations and events. In the game, the player plays as Pocahontas and Meeko, switching between the two frequently to overcome obstacles, with the help of NPC Flit. Along the way, as Pocahontas, the player gains various new abilities from various animal spirits by helping them.

SEGA
GENESIS
Disney's
POCAHONTAS

Rarity US: 4
Rarity EU: 5

6.9


POPULOUS
by BULLFROG
©1990 BULLFROG AND ELECTRONIC ARTS

J N P B

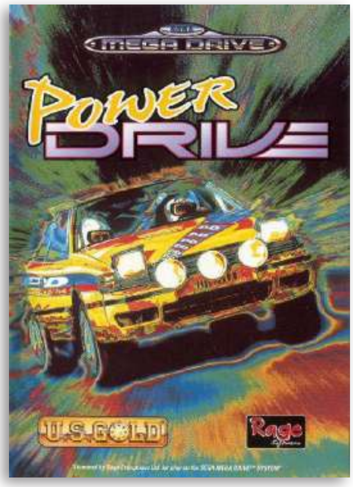
Populous

Developer	Bullfrog Productions
Publisher	Electronic Arts, (jp) Sega
Release date	(us) August 8, 1990 (eu) December, 1990
Genre	Strategy
Mode	1 Player

Populous, designed by Peter Molyneux for Bullfrog, was originally released for the Amiga in 1989, and is regarded by many as the first god game. In the game the player adopts the role of a deity and assumes the responsibility to shepherd people by divine intervention. The player has the ability to shape the landscape and grow their civilization with the overall aim of having their followers conquer an enemy force.

ELECTRONIC ARTS
POPULOUS
GENESIS

Rarity US: 4
Rarity EU: 3


MEGA DRIVE
POWER DRIVE
U.S. GOLD
Rage

Rarity EU: 4

Power Drive

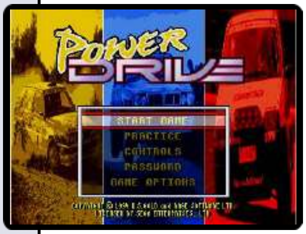
Developer	Rage Software
Publisher	U.S. Gold
Release date	(eu) November, 1994
Genre	Racing
Mode	1 Player

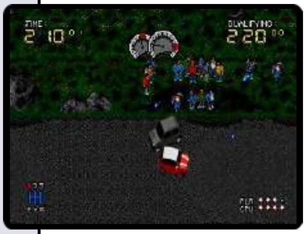
Power Drive is an arcade racing game based around rally driving. Handbrake turns and lurid powerslides are both possible, and the steering is suitably loose.

There are 3 types of stages - individual time-trials, head-to-head races against the computer, and some skill tests. The player gets prize money for winning races, and it costs money to repair damage.

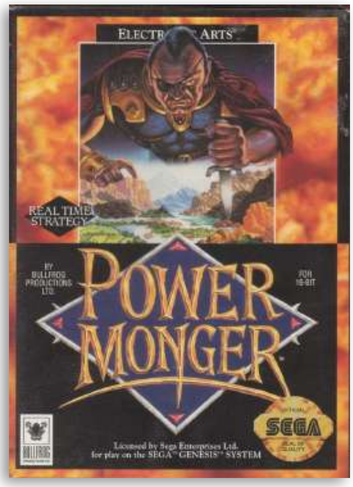
"mobygames.com"

6.9


POWER DRIVE
START GAME
PRACTICE
CONTROLS
PASSWORD
GAME OPTIONS



Sc P B


ELECTRONIC ARTS
REAL TIME STRATEGY
POWER MONGER
SEGA
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 2
Rarity EU: 3

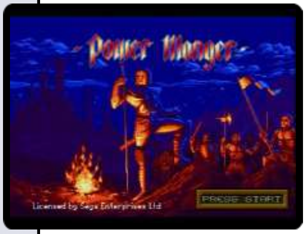
Powermonger

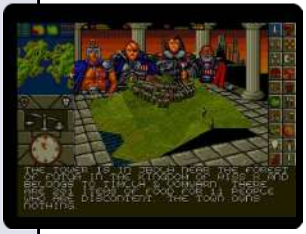
Developer	Bullfrog Productions, Sprytes
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) 1993
	(eu) January 14, 1994
Genre	Strategy
Mode	1 Player

Power Monger is a strategy game conceived by Peter Molyneux at Bullfrog, and first released for the Amiga and Atari ST in 1990. The game has a similar engine to that of Populous, though rather than render its world from an isometric perspective, Power Monger introduces primitve 3D graphics. Power Monger is also more combat-orientated.

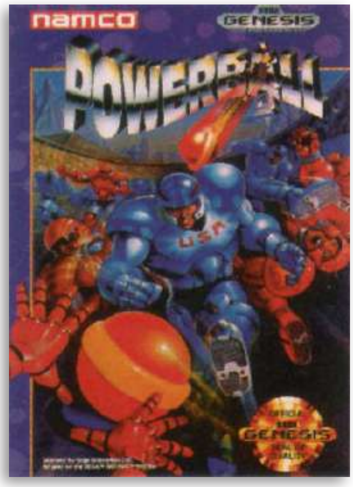
"segaretro.org"

5.6


Power Monger
Licensed by Sega Enterprises Ltd
PRESS START



J N P B


namco
GENESIS
POWERBALL

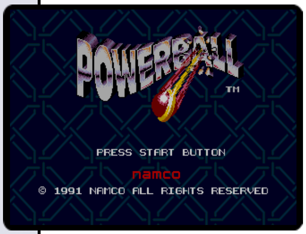
Rarity US: 3

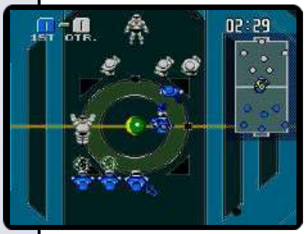
Powerball

Developer	Namco
Publisher	Namco Hometek
Release date	(us) 1991
Genre	Sports
Mode	1-2 Players

Powerball , known in Japan as Wrestleball, contains elements of American football, Association football, and Rugby. Two teams square off against each other with the goal of either kicking a powerball against a backstop or running the ball into the endzone. Kicked goals are worth one point and touchdowns are worth three. Players can initially choose between eight teams representing Korea, Brazil, Greece, the United States, the USSR, the United Kingdom, China, and Japan.

7.0

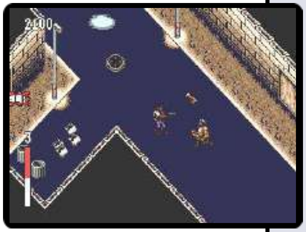

POWERBALL
TM
PRESS START BUTTON
namco
© 1991 NAMCO ALL RIGHTS RESERVED


1ST QTR.
02:29

J N

6.1

PREDATOR 2
PRESS START BUTTON



N P

Predator 2

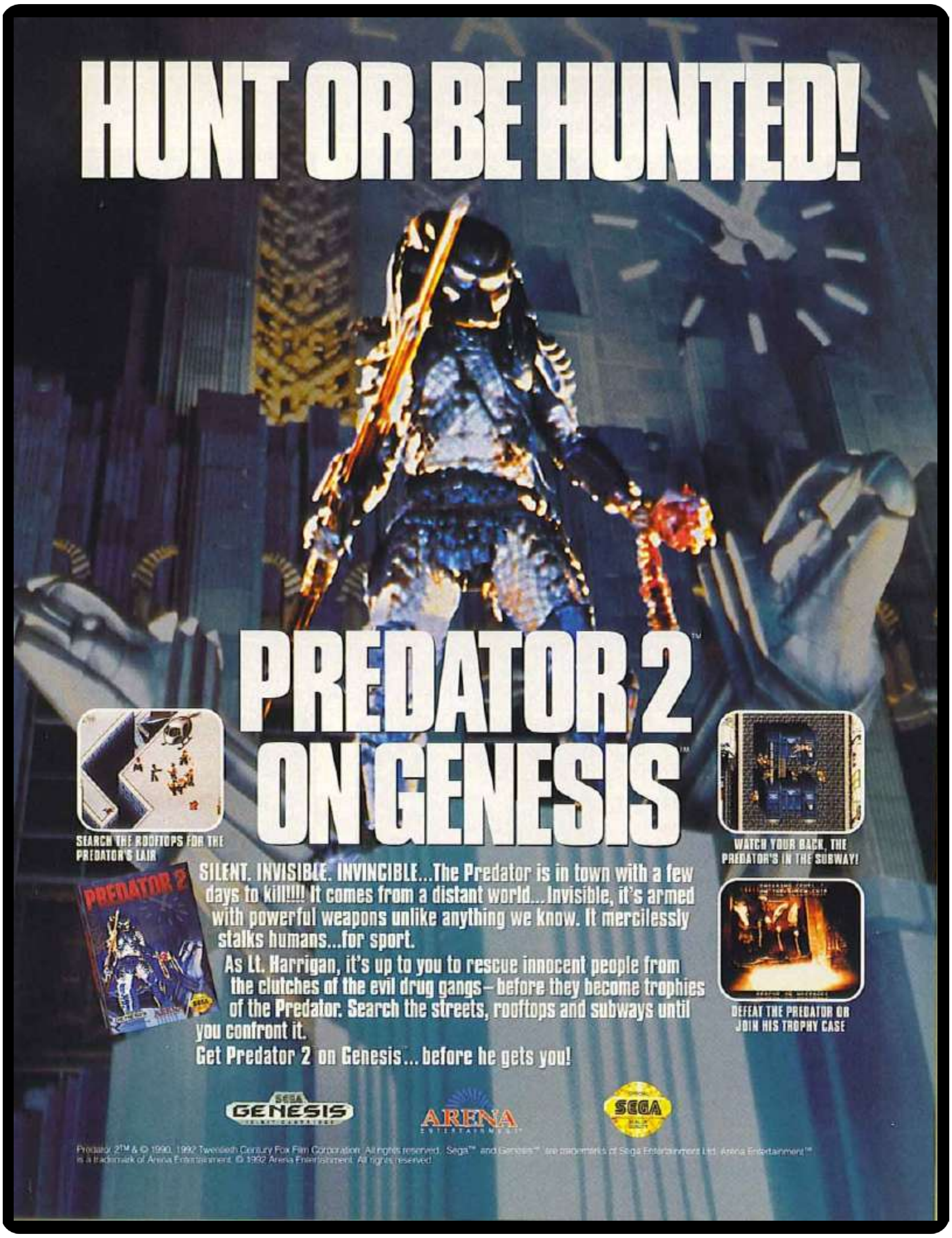
Developer Teeny Weeny Games, Krisalis Software
Publisher Arena Entertainment
Release date (us) 1992
(eu) September, 1992
Genre Action
Mode 1 Player

Players guide Lt. Mike Harrigan as he tracks the Predator through seven levels based on the film. Mike's primary concerns are the hostages held around the levels, and the legions of gang members out for blood. The game is played in a third-person isometric view, with great swarms of easily-killed bad guys, who appear through one-way doors scattered throughout the level.

"mobygames.com"

PREDATOR 2
GENESIS
ARENA
SEGA

Rarity US: 3
Rarity EU: 3



HUNT OR BE HUNTED!

PREDATOR 2™ ON GENESIS™

SEARCH THE ROOFTOPS FOR THE PREDATOR'S LAIR

WATCH YOUR BACK, THE PREDATOR'S IN THE SUBWAY!

SILENT. INVISIBLE. INVINCIBLE...The Predator is in town with a few days to kill!!!! It comes from a distant world...Invisible, it's armed with powerful weapons unlike anything we know. It mercilessly stalks humans...for sport.

As Lt. Harrigan, it's up to you to rescue innocent people from the clutches of the evil drug gangs–before they become trophies of the Predator. Search the streets, rooftops and subways until you confront it.

Get Predator 2 on Genesis... before he gets you!

DEFEAT THE PREDATOR OR JOIN HIS TROPHY CASE

SEGA GENESIS ARENA ENTERTAINMENT SEGA

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MEGA DRIVE
PREMIER MANAGER
the First ever Football Management game for Mega Drive
SEGA
Gremlin

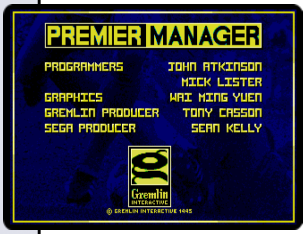
Rarity EU: 2

Premier Manager

Developer	Realms of Fantasy, Gremlin Interactive
Publisher	Sega
Release date	(eu) October, 1995
Genre	Sports, Simulation
Mode	1-2 Players

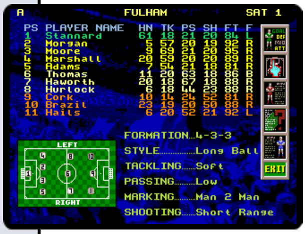
The Mega Drive port of Premier Manager was released in 1995. The design of the game resembled Premier Manager 2 more than the original Premier Manager, and allowed just two players instead of four. This version of Premier Manager has the player start with a Division Three football team, the lower divisions being removed in order to save memory. The cartridge included a battery backed up 32Mb memory chip to allow the player to save games.

5.7


PREMIER MANAGER

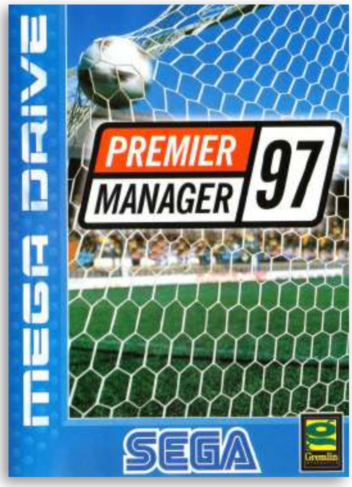
PROGRAMMERS JOHN ATKINSON
MICK LISTER
GRAPHICS WAI MING YUEN
GREMLIN PRODUCER TONY CASSON
SEGA PRODUCER SEAN KELLY

Gremlin INTERACTIVE
© GREMLIN INTERACTIVE 1995


```
A              FULHAM              SAT 1
PS PLAYER NAME     HN TK PS SH FT F
1  Stannard        61 18 21 20 84 L
2  Morgan           5 57 20 19 92 R
3  Moore            9 69 21 20 95 R
4  Marshall        20 59 20 20 89 R
5  Adams            7 54 21 18 81 R
6  Thomas          11 20 63 18 86 B
7  Haworth         20 18 67 18 88 R
8  Hurlock          6 18 44 23 88 R
9  Cork            10 14 24 52 81 R
10 Brazil          23 19 20 50 88 R
11 Hails            6 20 52 21 92 L

FORMATION....4-3-3
STYLE........Long Ball
TACKLING.....Soft
PASSING......Low
MARKING......Man 2 Man
SHOOTING.....Short Range
```

P



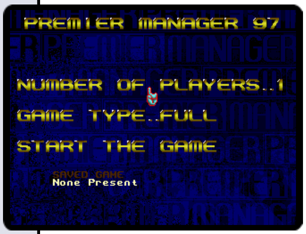
Rarity EU: 2

Premier Manager 97

Developer	Gremlin Interactive
Publisher	Sega
Release date	(eu) October 31, 1996
Genre	Sports, Simulation
Mode	1-2 Players

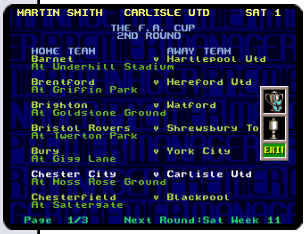
Similar to the first run of games in the series, the manager starts (in the Full Game mode) as a lowly division 3 manager, where the goal is to get the club to the top divisions, or get signed to better placed teams. In either of the modes, the player is responsible for carefully assembling the team, get the best from the transfer market by selling the fading stars and outselling the biggest clubs in England, and balance the budget to make the team finish the season out of the red.

7.5


PREMIER MANAGER 97

NUMBER OF PLAYERS..1
GAME TYPE..FULL
START THE GAME

SAVED GAME
None Present


```
MARTIN SMITH   CARLISLE UTD      SAT 1
              THE F.A. CUP
               2ND ROUND
  HOME TEAM              AWAY TEAM
  Barnet               v Hartlepool Utd
  At Underhill Stadium

  Brentford            v Hereford Utd
  At Griffin Park

  Brighton             v Watford
  At Goldstone Ground

  Bristol Rovers       v Shrewsbury To
  At Twerton Park

  Bury                 v York City
  At Gigg Lane

  Chester City         v Carlisle Utd
  At Moss Rose Ground

  Chesterfield         v Blackpool
  At Saltergate
 Page 1/3      Next Round:Sat Week 11
```

P

SEGA
GENESIS
PRIMAL RAGE
Six Flags
TEEN
T

Rarity US: 3
Rarity EU: 3

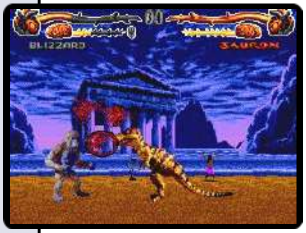
Primal Rage

Developer	Atari Games, Probe Entertainment
Publisher	Time Warner Interactive
Release date	(us) August 25, 1995 (eu) August 25, 1995
Genre	Fighting
Mode	1-2 Players

The Genesis port isn't one of the better ports of the game. While most of the combos from Arcade version 2.3 were carried over, the port is more based upon the older Arcade versions 1.9 or 1.7. This means each character has only two fatalities. Attacks exclusive to version 2.3 were also not included. The sprites were also scaled to fit the limitations of the Genesis hardware, which is often met by harsh criticism.

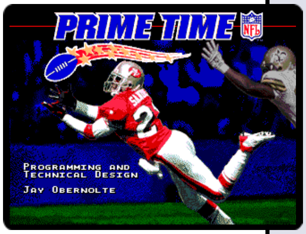
6.4

PRIMAL RAGE



N P B

7.0


PRIME TIME
NFL
PROGRAMMING AND TECHNICAL DESIGN
JAY OBERNOLTE

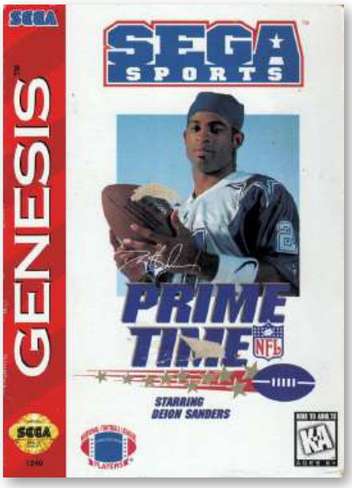
N

Prime Time NFL Starring Deion Sanders

Developer	Spectacular Games
Publisher	Sega Sports
Release date	(us) 1995
Genre	Sports
Mode	1-4 Players

Prime Time NFL Football features all 30 NFL teams at the time and the updated 1994 roster along with the standard modes such as Exhibition, Season and Playoffs.

Along with signing free agents and trading players, players could also customize their playbook, relocate their team as well as save 15 different user records.


SEGA
GENESIS
SEGA SPORTS
PRIME TIME
NFL
STARRING DEION SANDERS

Rarity US: 1

6.5

PRINCE of PERSIA

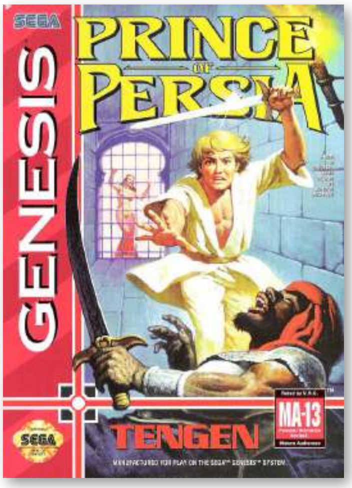
54 Minutes Remaining

N P

Prince of Persia

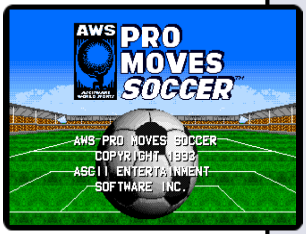
Developer	Brøderbund, Domark
Publisher	Tengen, (eu) Domark
Release date	(us) 1993 (eu) 1993
Genre	Action-platformer
Mode	1 Player

Prince of Persia is a 1989 fantasy cinematic platformer originally developed and published by Brøderbund and designed by Jordan Mechner for the Apple II. In the game, players control an unnamed protagonist who must venture through a series of dungeons to defeat the Grand Vizier Jaffar and save an imprisoned princess. Much like Karateka, Prince of Persia used rotoscoping for its fluid and realistic animation.


SEGA
GENESIS
PRINCE OF PERSIA
TENGEN
MA-13

Rarity US: 4
Rarity EU: 3

6.6


AWS PRO MOVES SOCCER
AWS PRO MOVES SOCCER
COPYRIGHT 1993
ASCII ENTERTAINMENT
SOFTWARE INC.

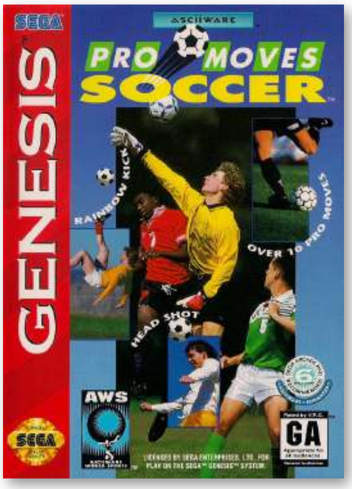
01:22
L.MARIA

N

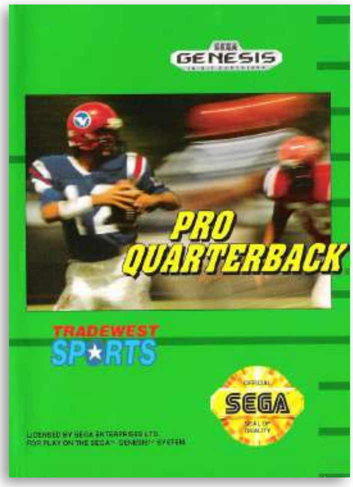
Pro Moves Soccer

Developer	Zyrinx
Publisher	Asciiware
Release date	(us) 1993
Genre	Sports
Mode	1-2 Players

AWS Pro Moves Soccer feature training, exhibition, and tournament modes. The tournament mode is divided into two different modes; 8 Nations and World Cup. 8 Nations is just a shorter version of the World Cup tournament mode because it involves only 8 teams instead of all 32 of them like it does in the World Cup mode. The player can choose to play as one of these 32 International teams or can choose to create their own team that has its own shirt, stripe, and shorts colors.


SEGA
GENESIS
ASCIIWARE
PRO MOVES SOCCER
RAINBOW KICK
HEAD SHOT
OVER 10 PRO MOVES
AWS
GA

Rarity US: 3


GENESIS
PRO QUARTERBACK
TRADEWEST SPORTS
SEGA

Rarity US: 2

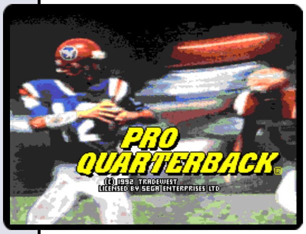
Pro Quarterback

Developer	Leland Interactive Media
Publisher	Tradewest
Release date	(us) 1992
Genre	Sports
Mode	1-2 Players

Pro Quarterback is a multiplatform video game that is based on American football. There are 27 unlicensed football teams in this game. Players are in complete control of both the offense and the defense. However, the number of defensive plays is considerably lower than the number of offensive plays; encouraging players to specialize in offense.

The game was poorly received. Mega said that it had "terrible graphics, no life-span, no playability."

4.6


PRO QUARTERBACK

N

MEGA DRIVE
PRO STRIKER final stage
J.LEAGUE OFFICIAL TV GAME
14CLUBs
SEGA

Pro Striker Final Stage

Developer	Nextech
Publisher	Sega
Release date	(jp) August 4, 1995
Genre	Sports
Mode	1-4 Players

Pro Striker Final Stage is a soccer game made with the J. League license. Though arguably a "sequel" to J. League Pro Striker, J. League Pro Striker Perfect and J. League Pro Striker 2, Final Stage in fact uses an entirely different engine (most notably, the game is played horizontally rather than vertically) with many more added features.

"segaretro.org"

8.0

PRO STRIKER
final stage
PRESS START BUTTON
© SEGA ENTERPRISES, LTD. 1995

J

sigma
MOVING ADVENTURE
PSY O BLADE
MEGA DRIVE

Psy-O-Blade

Developer	T&E Soft
Publisher	Sigma Enterprises
Release date	(jp) April 27, 1990
Genre	Adventure
Mode	1 Player

Psy-O-Blade is a Japanese adventure in anime style. The player interacts with the game world by moving a cursor and clicking on objects to examine or use them, and people to talk to them, or by choosing options ("Move" and "Scroll") from a menu. There are no puzzles to solve; the player advances in the game by talking to characters, visiting different locations, as well as examining and using objects.

"segaretro.org"

6.6

MOVING ADVENTURE
PSY O BLADE
MEGA DRIVE
PUSH START BUTTON
Copyright 1988,1989 T&E SOFT
Copyright 1990 sigma Enterprises, Inc.
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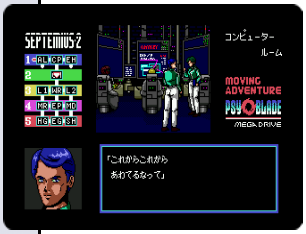

SEPTEMIUS2
コンピューター ルーム
MOVING ADVENTURE
PSY O BLADE
「これからこれから あわてるなって」

J

Psycho Pinball

6.4

PSYCHO
Pinball
Nº PLAYERS 1
OPTIONS
START GAME
© 1994 Codemasters Software Co. Ltd.

TRICK or TREAT

P

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) November 25, 1994
Genre	Pinball
Mode	1-4 Players

Psycho Pinball feature four differently themed tables; Wild West (American Old West), Trick or Treat (Halloween), The Abyss (Caribbean underwater), and finally Psycho (an amusement park).

One of the main features of the game are the mini-games on each table. They range from simple panel games to full arcade sequences, all activated by hitting certain triggers, and then sending the ball to a particular location on the table.

PSYCHO
Pinball
92%
4 INTERACTIVE PINBALL TABLES
3 BALL ACTION
Codemasters
SEGA MEGA DRIVE SYSTEM

Rarity EU: 3

Puggsy

7.4

PUGGSY
START
OPTION
JUNIOR

N P

Developer	Traveller’s Tales, Krisalis Software
Publisher	Psygnosis
Release date	(us) 1993 (eu) November 15, 1993
Genre	Platformer, Puzzle
Mode	1 Player

The gameplay is mostly a cross between a normal platform game, with the usual style of platformer enemies and a variety of means to kill them, and a puzzle game of sorts where Puggsy is often required to find objects, and either carry them to a specific location or somehow use them in order to complete levels. Objects react on a clever physics based system, which was an innovative feature at the time.

SEGA
GENESIS
PUGGSY
PSYGNOSIS
GA

Rarity US: 5
Rarity EU: 3

Pulseman

8.1

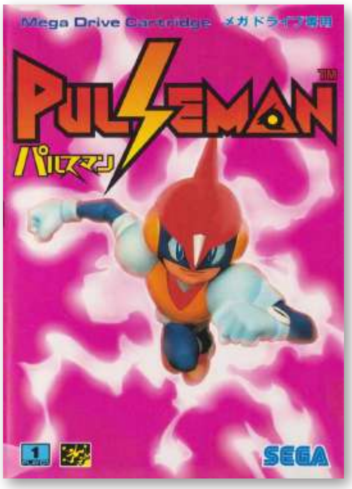
PULSEMAN
START
OPTIONS
©1994 SEGA GAME FREAK INC.

J Sc

Developer	Game Freak
Publisher	Sega
Release date	(jp) July 22, 1994
Genre	Action-platformer
Mode	1 Player

Pulseman is an electric hero who was created to fight cyber crime. Combat the galaxy gang throughout 7 stages with around 50 levels. Pulseman is best described as a fusion between the gameplay of Sonic the Hedgehog and Mega Man in ways of gameplay.

Most of the staff members who worked on Pulseman would later work on the Pokémon series, including director Ken Sugimori, designer Satoshi Tajiri, and composer Junichi Masuda.


Mega Drive Cartridge メガドライブ専用
PULSEMAN
パルスマン
SEGA

SEGA
MARVEL COMICS
CAPCOM
THE PUNISHER
GENESIS
TEEN

Rarity US: 4
Rarity EU: 6

The Punisher

Developer	Capcom, Sculptured Software
Publisher	Capcom
Release date	(us) 1994 (eu) 1994
Genre	Beat-'em-up
Mode	1-2 Players

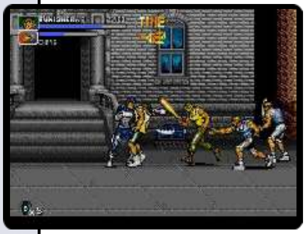
The Punisher is a beat-'em-up based on the comic book series with the same name. It is a port of the 1993 arcade game of the same title by Capcom, and stars The Punisher and Nick Fury attempting to defeat The Kingpin.

This was notably the only home conversion of The Punisher arcade game ever produced.

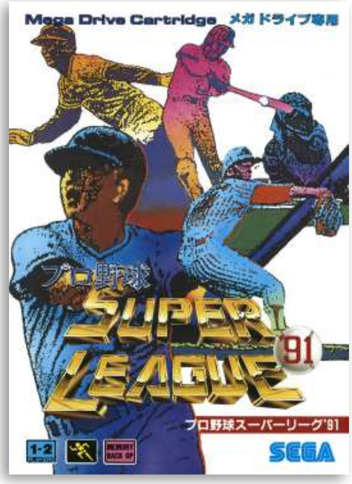
"segaretro.org"

7.7

THE PUNISHER
Play Game
Options
Press Start
MARVEL COMICS
MARVEL COMICS



N P


Mega Drive Cartridge メガドライブ専用
プロ野球
SUPER LEAGUE '91
プロ野球スーパーリーグ'91
SEGA

Pro Yakyuu Super League '91

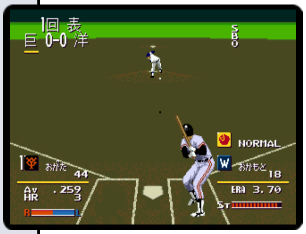
Developer	Sega
Publisher	Sega
Release date	(jp) August 30, 1991
Genre	Sports
Mode	1-2 Players

Super League '91 is a baseball simulation game, and the sequel to Super League (a.k.a. Tommy Lasorda Baseball). The game plays much the same as its predecessor, and includes Pennant Race, Open (Exhibition), and All Pro game modes.

Unlike its predecessor, this version features an official NPB license, and thus includes all 12 Central and Pacific League teams, complete with player names and stats from the 1991 season.

7.8

プロ野球
SUPER LEAGUE '91
CONTINUE
NEW GAME
©1991 SEGA


1回 表
巨 0-0 洋
NORMAL
ERA 3.70

J

EVIL CAN RUN BUT IT CAN'T HIDE.

8.2

Puyo Puyo Tsuu

ぷよぷよ通
COMPILE 1994

NEXT
GAME OVER
STAGE 2
7296

J

Developer	Compile
Publisher	Compile
Release date	(jp) December 2, 1994
Genre	Puzzle
Mode	1-2 Players

Puyo Puyo Tsu is the second installment of the Puyo Puyo games. Compile put more thought into this game after its predecessor became successful, but never knew how much of a turnaround the game would bring. Due to its successes, it became the most widely known multiplatform game in Japan.

Just like the first game, Puyo fall from the top of the screen in pairs, can be moved left and right, and can be rotated clockwise and counter-clockwise by 90°.

MD
MEGA DRIVE
ぷよぷよ通
COMPILE

8.0

Puzzle & Action: Ichidant-R

PUZZLE & ACTION
イチダントアール
INSERT COIN(S)
SEGA
© SEGA 1994

20
PUSH START
BRAKE!!

J

Developer	Sega, CRI
Publisher	Sega
Release date	(jp) January 13, 1995
Genre	Mini-games
Mode	1-4 Players

Ichidant-R is the second game in the Puzzle & Action series, and the sequel to Tant-R. Twenty new minigames are present, including rocketship assembly, a batting contest, and hitting the brakes on a speeding car.

The game once again includes an arcade mode for one or two players. This time, the player is questing to rescue a kidnapped princess from an evil knight. There is also a quest mode which plays like a simple RPG, where battles are fought via minigames.

MD
MEGA DRIVE
PUZZLE & ACTION
イチダントアール
SEGA

7.7

Puzzle & Action: Tant-R

PUZZLE & ACTION
タントアール
INSERT COIN(S)
SEGA
© SEGA 1992

J

Developer	Sega
Publisher	Sega
Release date	(jp) April 1, 1994
Genre	Mini-games
Mode	1-4 Players

Tant-R is the first entry in Sega's long-running Puzzle & Action series of variety games. The game is a collection of small minigames for one to four players, such as navigating a maze, stopping a timer at the right time, or remembering a sequence of animal noises. There are a total of 20 different minigames.

The game includes the original arcade mode, where the player must successfully complete minigames in order to track down a pair of fugitives.

PUZZLE & ACTION
タントアール
SEGA

SEGA GENESIS
QUACKSHOT
STARRING DONALD DUCK
SEGA

Rarity US: 3
Rarity EU: 1

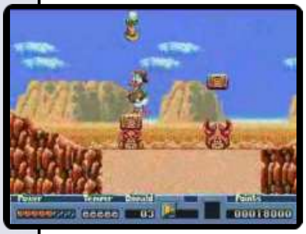
Quackshot starring Donald Duck

Developer Sega AM7
Publisher Sega
Release date (us) December 19, 1991
(eu) December, 1991
Genre Platformer
Mode 1 Player

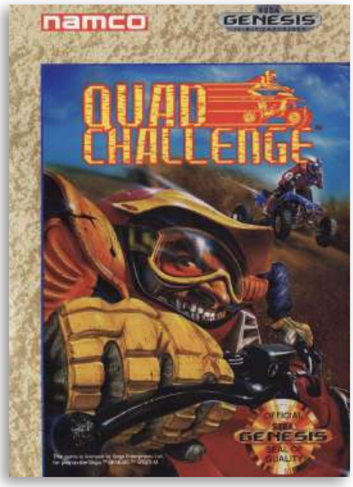
QuackShot stars Donald Duck and his three nephews, Huey, Dewey, and Louie, as treasure-hunters, and is part of a series of games published by Sega that were based on Walt Disney cartoon characters. Its 8-bit counterpart is The Lucky Dime Caper, released for the Sega Master System and Game Gear in the same year.

8.0

QUACKSHOT
Starring Donald Duck
PRESS START BUTTON
© 1991 The Walt Disney Company
© 1991 SEGA Enterprises, LTD.



J N P B


namco
GENESIS
QUAD CHALLENGE
OFFICIAL SEGA GENESIS SEAL OF QUALITY

Rarity US: 4

Quad Challenge

Developer Namco
Publisher Namco
Release date (us) 1991
Genre Racing
Mode 1-2 Players

Quad Challenge is a typical 3D racing game except that players race all-terrain vehicles rather than race-cars. ATV customization is limited to a predefined selection of body colors.

The game was considered to be one of the first off-road racing games for a console system. It was released more than 10 years before ATV Offroad Fury for the PlayStation 2 brought the genre into the 21st century.

4.1

QUAD CHALLENGE
namco
© 1989 1991 NAMCO LTD.
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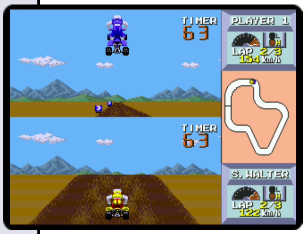
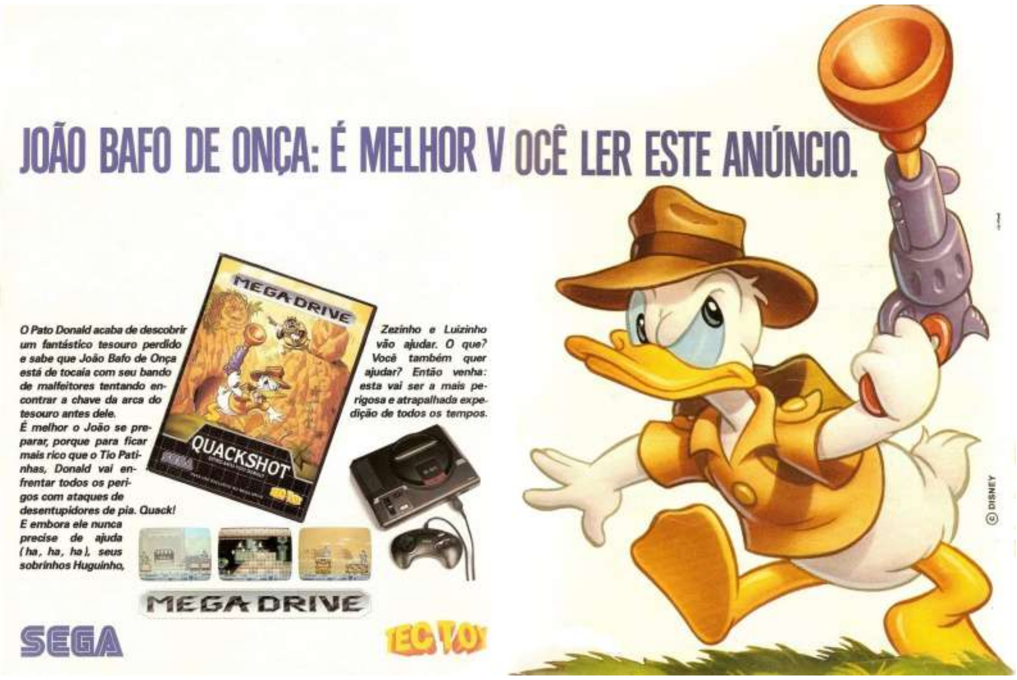

TIMER 63
PLAYER 1
LAP 2/3
TIMER 63
S. WALTER
LAP 2/3

J N


JOÃO BAFO DE ONÇA: É MELHOR VOCÊ LER ESTE ANÚNCIO.
MEGA DRIVE
QUACKSHOT
MEGA DRIVE
SEGA
TEC TOY
© DISNEY

O Pato Donald acaba de descobrir um fantástico tesouro perdido e sabe que João Bafo de Onça está de tocaia com seu bando de malfeitores tentando encontrar a chave da arca do tesouro antes dele.
É melhor o João se preparar, porque para ficar mais rico que o Tio Patinhas, Donald vai enfrentar todos os perigos com ataques de desentupidores de pia. Quack!
E embora ele nunca precise de ajuda (ha, ha, ha), seus sobrinhos Huguinho, Zezinho e Luizinho vão ajudar. O que? Você também quer ajudar? Então venha: esta vai ser a mais perigosa e atrapalhada expedição de todos os tempos.

R.B.I. Baseball ‘93

6.5

TENGEN
R.B.I. '93 BASEBALL
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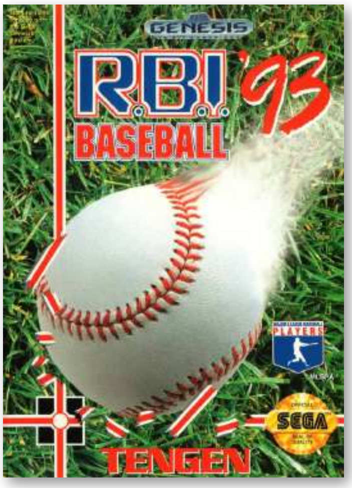
MANUFACTURED FOR PLAY ON THE SEGA GENESIS

Ball
Strike
Out
B Anderson
Avg 271
Top 1
Jim Abbott

N

Developer	Tengen
Publisher	Tengen
Release date	(us) 1993
Genre	Sports
Mode	1-2 Players

Continuing the R.B.I. series, the 1993 entry updates the rosters, adding two new teams (Colorado and Florida), bringing the total to 28 teams, and nearly 700 players. Instead of a generic stadium, all 28 teams have their own ballparks modeled after the real deal. On top of the regular team vs team mode, (in either a single game, best of 7, player vs the division, or player vs the entire league) players can spend time in a home run derby or fielding practice.


GENESIS
R.B.I. '93 BASEBALL
PLAYERS
SEGA
TENGEN

Rarity US: 1

R.B.I. Baseball ‘94

6.3

R.B.I. 94 BASEBALL
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MANUFACTURED FOR PLAY ON THE SEGA GENESIS

Ball
Strike
Out
Top 1
Boston
S F
Fletcher
Avg 285
Swift
Era 2 82

N P

Developer	Tengen
Publisher	Tengen
Release date	(us) April, 1994
	(eu) 1994
Genre	Sports
Mode	1-2 Players

R.B.I. ‘94 is an updated version of the series that features a 800 of the top MLBPA players at the time with their 1993 stats applied and features authentic modeled ball parks. The game doesn’t feature the MLB license, however, but does represent them by city name and omitting their nicknames and logos. A password feature is present for players to continue their season at their leisure.

SEGA
GENESIS
R.B.I. '94 BASEBALL
PLAYERS
SEGA
TENGEN
GA

Rarity US: 1

R.B.I. Baseball 3

5.4

R.B.I. 3 BASEBALL
1P PLAY

Ball
Strike
Out
Top 1
Boston
Houston
Greenwell
Avg 297
Portugal
Era 3 62

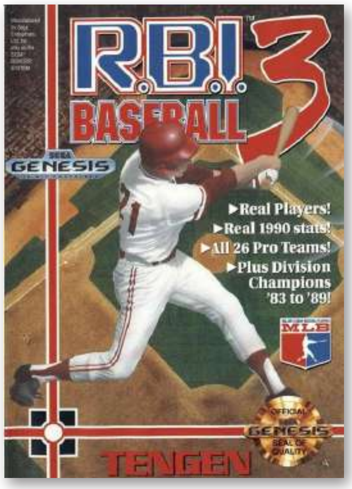
N

Developer	Tengen
Publisher	Tengen
Release date	(us) July, 1991
Genre	Sports
Mode	1-2 Players

R.B.I. Baseball 3 took the popular baseball series a step further statistically, adding each Major League Baseball division winning team from 1983-1990, in addition to the 1989 All Star teams and all 26 1990 teams (with full 1989 statistics).

Game mechanics remain unchanged from R.B.I. Baseball 2, focusing more on arcade fun than realistic gameplay.

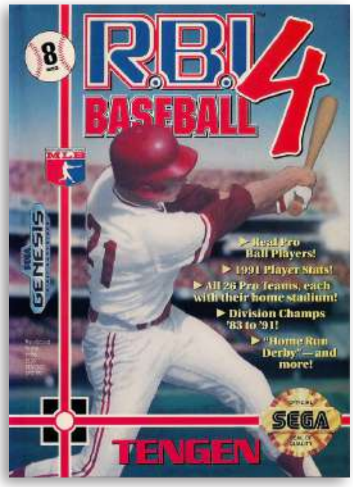
“mobygames.com”


R.B.I. 3 BASEBALL
GENESIS
▸Real Players!
▸Real 1990 stats!
▸All 26 Pro Teams!
▸Plus Division Champions '83 to '89!
MLB
TENGEN

Rarity US: 1

R.B.I. Baseball 4

6.0


R.B.I. 4
BASEBALL
GENESIS
Real Pro Ball Players!
1991 Player Stats!
All 26 Pro Teams, each with their home stadium!
Division Champs '83 to '91!
"Home Run Derby"—and more!
SEGA
TENGEN

Rarity US: 1

Developer	Tengen
Publisher	Tengen
Release date	(us) September, 1992
Genre	Sports
Mode	1-2 Players

R.B.I. Baseball 4 is yet another update to Tengen’s baseball franchise, updating the stats and legacy teams for the 1991 season. Just like the previous version, division champions back to 1983 are available, and now includes not only player names, but also all team names and each team’s stadium. The game also features a management mode where custom teams can be created, as well as new Home Run Derby and Game Breakers modes.

R.B.I. 4
BASEBALL
ATARI GAMES CORP.
© 1992 TENGEN INC.
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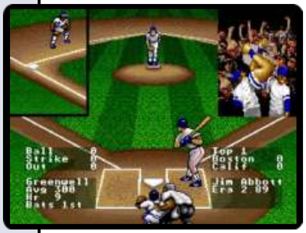
MANUFACTURED BY SEGA ENTERPRISES LTD
FOR PLAY ON THE SEGA GENESIS



J N

Race Drivin’

4.7

SEGA
GENESIS
Race Drivin’
TENGEN
GA

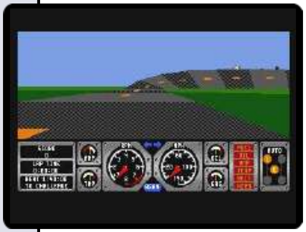
Rarity US: 4

Developer	Atari Games, Polygames
Publisher	Tengen
Release date	(us) 1993
Genre	Racing
Mode	1 Player

Race Drivin’ is the sequel to Hard Drivin’, and was released among other consoles for the Sega Mega Drive in 1993. It expands on Hard Drivin’, by adding more courses and vehicles. Like its prequel, the world is presented in full 3D with polygon graphics.

Electronic Gaming Monthly gave the Genesis version a 4.6 out of 10, calling it “another so-so entry in the driving scene” due to its “very choppy” scrolling.

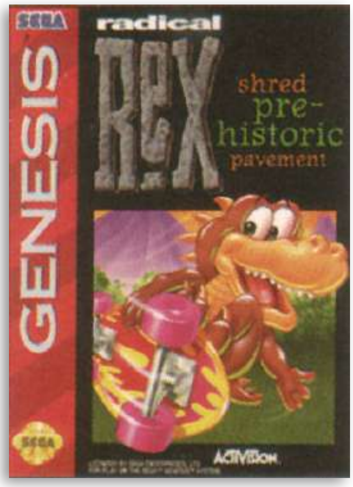
TENGEN
PRESENTS
Race Drivin’
PROGRAMMED BY
Polygames
MANUFACTURED FOR PLAY
ON THE SEGA GENESIS SYSTEM



N

Radical Rex

6.4

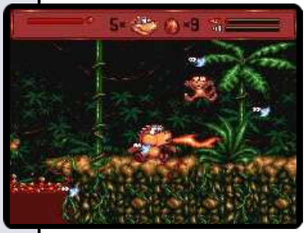

SEGA
GENESIS
radical
REX
shred pre-historic pavement
ACTIVISION

Rarity US: 2
Rarity EU: 5

Developer	Beam Software
Publisher	Activision
Release date	(us) 1994 (eu) November, 1994
Genre	Action-platformer
Mode	1-2 Players

The game stars Radical Rex, a skateboarding, fire-breathing Tyrannosaurus rex who must save his land, and his girlfriend Rexanne, from an evil magician named Sethron. In his way are dinosaurs, sea creatures, and other monsters. Rex has a few abilities, including a roar that kills or hurts all enemies on screen, a fire breath which can temporarily immobilize enemies, and a bubble spray which he can use while under water.

RADICAL
REX



N P

7.4

RAIDEN TRAD
©Micronet co.ltd./1991
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LICENSED BY SEGA ENTERPRISES LTD.

HI-SCORE 2900
SCORE 2900

J N B

Raiden Trad

Developer	Seibu Kaihatsu, Micronet, Beyond Interactive
Publisher	Micronet
Release date	(us) September, 1991
Genre	Shooter
Mode	1 Player

Raiden Trad is an expanded port of Seibu Kaihatsu's 1990 arcade shoot-'em-up Raiden and the only game in their Raiden series of shoot-'em-ups on a Sega console.

The game features two forms of weapon upgrades and two types of missiles (normal or homing). Players start the game with several bombs which they can use to destroy most enemies on the screen to get themself out of a jam. Each level ends with a large boss or bosses.

SEGA GENESIS
RAIDEN TRAD
8 MEGA-BIT MEMORY

Rarity US: 5

7.6

RAINBOW ISLANDS
THE STORY OF BUBBLE BOBBLE 2
EXTRA VERSION
TAITO
© TAITO CORPORATION 1990
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SCORE
HIGH SCORE

J

Rainbow Islands Extra

Developer	Taito, Aisystem Tokyo, Cube
Publisher	Taito
Release date	(jp) October 5, 1990
Genre	Platformer
Mode	1 Player

Rainbow Islands Extra is a strange update to Rainbow Islands: The Story of Bubble Bobble 2, released by Taito for arcades in 1988 before being ported to the Mega Drive exclusively in Japan. Although it offers a port of the original Rainbow Islands, the default option is the "extra" mode, in which all the cute and colourful enemies found in the original game are replaced with enemies found in Taito's shoot-'em-up series, Darius.

"segaretro.org"

RAINBOW ISLANDS EXTRA
レインボーアイランドエキストラ
TAITO

6.7

RAMBO III
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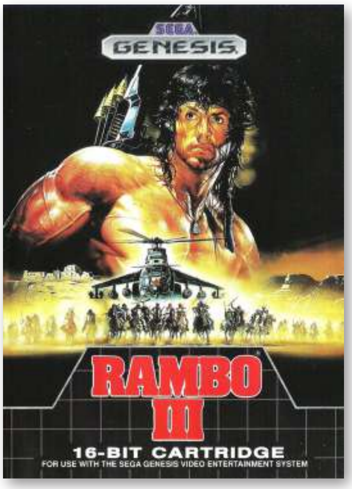
J N P B

Rambo III

Developer	Sega
Publisher	Sega
Release date	(us) December, 1989
	(eu) September, 1990
Genre	Run 'n' gun
Mode	1-2 Players

Rambo III, based on the film of the same name, follows Rambo in six missions, in each one with various objectives. Besides finding the exit of the level, in some missions, prisoners must be freed or enemy ammunition supplies destroyed. Rambo is controlled from an overhead perspective and has several weapons at his disposal.


SEGA GENESIS
RAMBO III
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 2
Rarity EU: 3

RAMPART
GENESIS
SEGA
TENGEN

Rarity US: 3

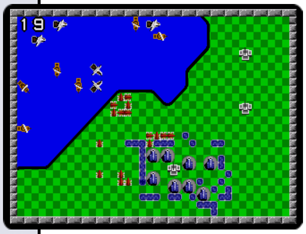
Rampart

Developer	Atari Games, Silicon Sorcery
Publisher	Tengen
Release date	(us) August, 1992
Genre	Strategy
Mode	1-2 Players

Rampart is an arcade game, first released in 1990 by Atari Games, that combines the shoot 'em up and puzzle genres. Players build their castle from Tetris-style pieces, place cannons, bombard the enemy, try to repair, do it all over again.

This cycle continues until either the player fails a repair round, or enough ships in the enemy's fleet are sunk. When the opposing navy has been depleted, the level is won, and the player may then choose another level.

6.9



J N

RANGER X
GENESIS
SEGA
GA

Rarity US: 4
Rarity EU: 4

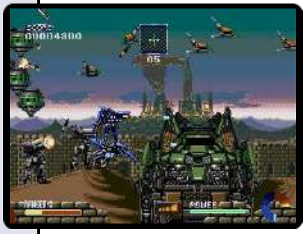
Ranger X

Developer	Gau Entertainment, Cube
Publisher	Sega
Release date	(us) 1993
	(eu) July, 1993
Genre	Run 'n' gun
Mode	1 Player

Ranger X is a side scrolling run and gun shoot 'em up for the Sega Mega Drive. The player assumes the role of Ranger X, piloting a powered exoskeleton who leads the fight back for his home planet against the invading Rahuna forces. Ranger X is equipped with a jet pack and an assortment of weapons. The game is split across several levels, each of which is introduced via a wire frame 3D cutscene detailing a specific target.

8.2

RANGER-X
PRESS START BUTTON
© 1993 SEGA
GAU ENTERTAINMENT
SCORE 00000000
HI-SCORE 00100000



J N P B

メガドライブ専用
Mega Drive
Cartridge
乱世の覇者
ASMIK

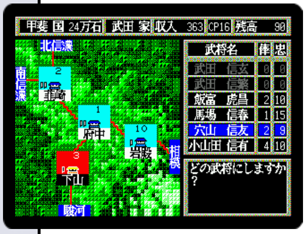
Ransei no Hasha

Developer	SystemSoft, SPS Co., Ltd.
Publisher	Asmik
Release date	(jp) November 29, 1991
Genre	Strategy
Mode	1 Player

Ransei no Hasha is a 1991 port of the PC-98 and the second game in their Tenka Touitsu series of strategy games, whose first entry was released in 1989. Remarkably similar to the better-known Nobunaga's Ambition, Tenka Tōitsu casts the player as a daimyo during the Sengoku period in Japanese history, the campaign starting in 1551 with Oda Nobunaga's rise to power.

5.0

乱世の覇者
©1989 SYSTEM SOFT
©1991 ASMIK



J

4.5

RASTAN SAGA II
PRESS START BUTTON
TAITO
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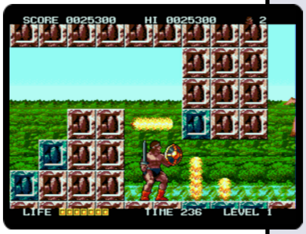
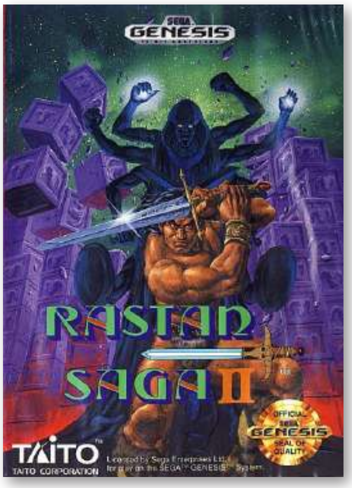

SCORE 0025300
HI 0025300
2
LIFE
TIME 236
LEVEL 1

J N

Rastan Saga II

Developer Taito, Opera House
Publisher Taito
Release date (us) June, 1991
Genre Hack and slash
Mode 1 Player

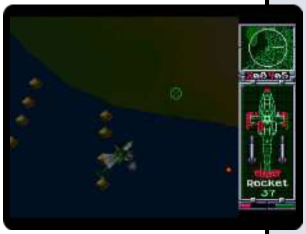
Rastan Saga II is a port of the 1988 arcade game, Nastar Warrior. The game is a hack and slash platformer. It is the sequel to Rastan, containing the same gameplay as the original. Players take the role as a warrior who must get through a number of levels, and trying to collect gems which can only be obtained by defeating the end-of-level bosses. Collecting power-ups along the way awards players with extra life or better weapons.


SEGA GENESIS
RASTAN SAGA II
TAITO
TAITO CORPORATION

Rarity US: 5

7.0

RED ZONE
Start
Password
Music
History
(tm) & (c) 1994 Zyrinx



N P

Red Zone

Developer Zyrinx
Publisher Time Warner Interactive
Release date (us) November, 1994
(eu) November, 1994
Genre Shooter
Mode 1 Player

The player controls an AH-64B Apache helicopter in an attempt to stop the dictator Madman Ivan Retovitz from taking over the world.

Red Zone is noteworthy for achieving sprite rotations, 3D vectors and full motion video; things that were often considered impossible to do on Mega Drive hardware. No additional hardware is used.

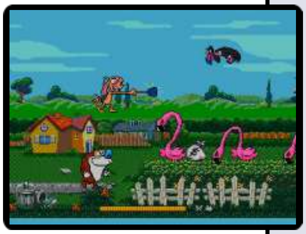
"segaretro.org"

SEGA
GENESIS
RED ZONE
FROM THE CREATORS OF SUBTERRANIA
MA-13

Rarity US: 3
Rarity EU: 3

6.7

START
OPTIONS
starring
Ren & Stimpy
Höek

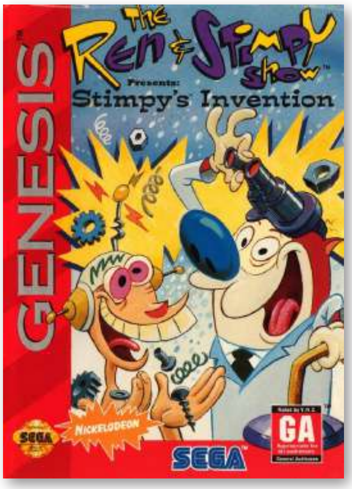


N P B

Ren & Stimpy: Stimpy's Invention

Developer BlueSky Software
Publisher Sega
Release date (us) 1993
(eu) March, 1994
Genre Action-platformer
Mode 1-2 Players

Ren & Stimpy: Stimpy's Invention is based on the Nickelodeon cartoon for which the game is named. One or two players have to guide Ren and Stimpy as they retrieve parts to rebuild their newest and latest invention. Most of the game play is of the side view platform type. However, the game can be played both one or two player through the same stages.


GENESIS
The Ren & Stimpy Show
Presents:
Stimpy's Invention
NICKELODEON
GA
SEGA

Rarity US: 3
Rarity EU: 4-

Mega Drive Cartridge メガドライブ専用
RENT A HERO
レンタヒーロー
SEGA

Rent-A-Hero

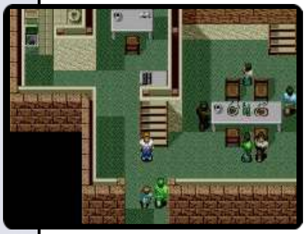
Developer	Sega AM2
Publisher	Sega
Release date	(jp) September 20, 1991
Genre	Action role-playing
Mode	1 Player

The game features the same graphic engine previously used in the development of Sword of Vermilion. However, Rent-A-Hero has an unusual innovation for the genre. Instead of using standard turn-based battles, fights are in a similar format to 2D fighting games.

Though mostly unknown to the western world, Rent A Hero has been referenced several times across Sega products, including Fighters Megamix in which Taro, the player character, is an unlockable character.

7.1

RENT A HERO
START
CONTINUE
© SEGA 1991



J

SEGA GENESIS
THE REVENGE OF SHINOBI
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

The Revenge of Shinobi

Developer	Sega AM7
Publisher	Sega
Release date	(us) December 2, 1989
	(eu) October, 1990
Genre	Action-platformer
Mode	1 Player

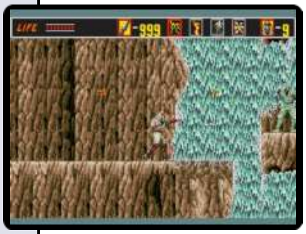
The Revenge of Shinobi was the first Shinobi game developed for the Genesis, and was later released on the coin-operated Mega-Tech.

The game is a traditional side-scrolling platform game. The player controls Joe Musashi and must complete eight districts before the final confrontation with the head of Neo Zeed. Each district consists of three scenes, two platforming levels and a unique boss battle.

Rarity US: 2
Rarity EU: 2

7.9

The Revenge of SHINOBI



J N P B

SEGA
GENESIS
Based on the #1 arcade smash
REVOLUTION X
MUSIC IS THE WEAPON.
Acclaim
MIDWAY
TEEN

Revolution X

Developer	Midway Games, Rage Software
Publisher	Acclaim Entertainment
Release date	(us) 1995
	(eu) 1995
Genre	Shooter
Mode	1-2 Players

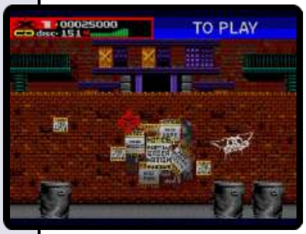
Revolution X is an arcade rail shooter game developed and published by Midway in 1994, featuring the rock band Aerosmith. In the game, players battle the oppressive New Order Nation regime and their leader Helga, who have abducted Aerosmith.

The home version are not light gun compatible. It also tone down the blood and the exotic dancers who were showing off their thongs have been turned around.

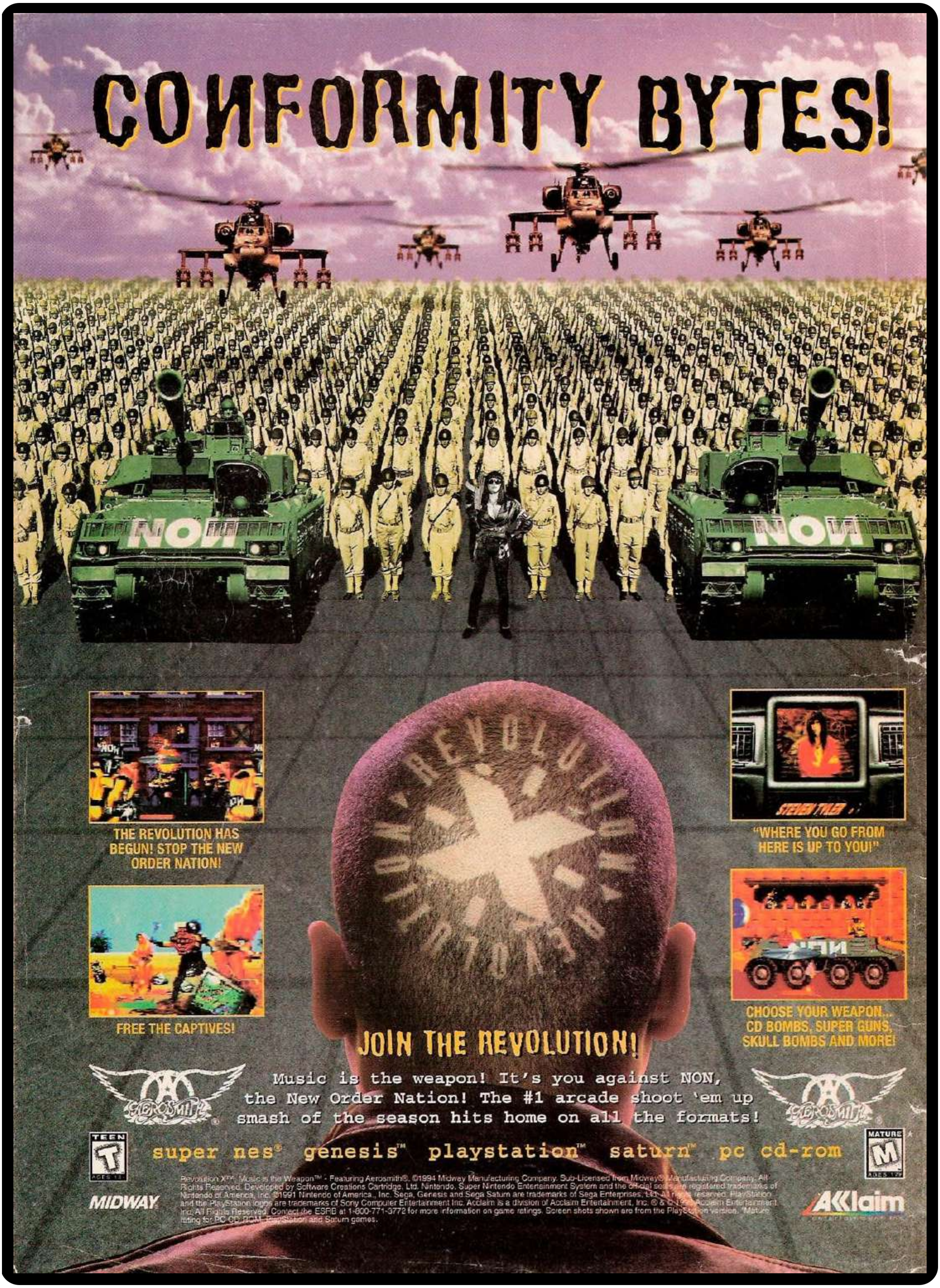
Rarity US: 2
Rarity EU: 4

4.9

AEROSMITH
START
OPTIONS

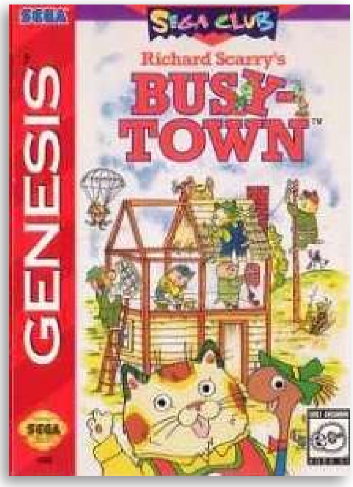


N P


CONFORMITY BYTES!
NON
NON
THE REVOLUTION HAS BEGUN! STOP THE NEW ORDER NATION!
FREE THE CAPTIVES!
REVOLUTION
STEVEN TYLER
"WHERE YOU GO FROM HERE IS UP TO YOU!"
CHOOSE YOUR WEAPON... CD BOMBS, SUPER GUNS, SKULL BOMBS AND MORE!
JOIN THE REVOLUTION!
AEROSMITH
AEROSMITH
TEEN T AGES 13+
MATURE M AGES 17+
super nes® genesis™ playstation™ saturn™ pc cd-rom
MIDWAY
Acclaim

Music is the weapon! It's you against NON, the New Order Nation! The #1 arcade shoot 'em up smash of the season hits home on all the formats!

Revolution X™, Music is the Weapon™ - Featuring Aerosmith®, ©1994 Midway Manufacturing Company. Sub-Licensed from Midway® Manufacturing Company. All Rights Reserved. Developed by Software Creations Cartridge, Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America, Inc. ©1991 Nintendo of America., Inc. Sega, Genesis and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1995 Acclaim Entertainment Inc. All Rights Reserved. Contact the ESRB at 1-800-771-3772 for more information on game ratings. Screen shots shown are from the PlayStation version. *Mature rating for PC CD-ROM, PlayStation and Saturn games.


SEGA
SEGA CLUB
Richard Scarry's
BUSY-TOWN
GENESIS
SEGA

Rarity US: 4

Richard Scarry’s Busytown

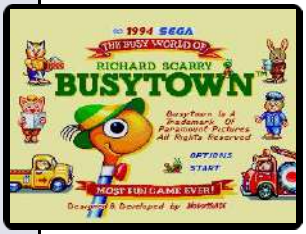
Developer	Novotrade
Publisher	Sega
Release date	(us) 1994
Genre	Edutainment
Mode	1 Player

Richard Scarry’s Busytown is a Genesis and MS-DOS game that was released under the Sega Club series. The game is based on the television show The Busy World of Richard Scarry.

Most of the game is spent exploring Busytown looking for things to interact with using either the gamepad or a special mouse that could be purchased separately from the game and the console system.

“segaretro.org”

6.0


© 1994 SEGA
THE BUSY WORLD OF
RICHARD SCARRY
BUSYTOWN
Busytown is a trademark of Paramount Pictures All Rights Reserved
OPTIONS
START
MOST FUN GAME EVER!
Designed & Developed by NovoTrade

N

ELECTRONIC ARTS
RINGS OF POWER
SEGA
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 4
Rarity EU: 4

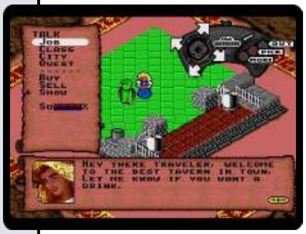
Rings of Power

Developer	Naughty Dog
Publisher	Electronic Arts
Release date	(us) January, 1992 (eu) February, 1992
Genre	Role-playing
Mode	1 Player

Unlike most role-playing video games of the time, such as Final Fantasy and Dragon Quest, Rings of Power has a style that shared many similarities to PC role-playing games such as Dungeon Master, Wizardry, and A Bard’s Tale. The game is very open-ended, contains hundreds of non-player characters with many different dialog choices, and dozens of quests and random events.

7.0

RINGS of POWER
LICENSED BY SEGA ENTERPRISES LTD.


TALK
JOB
CLASS
CITY
QUEST
BUY
SELL
SHOW

HEY THERE TRAVELER. WELCOME TO THE BEST TAVERN IN TOWN. LET ME KNOW IF YOU WANT A DRINK.

N P

RISE OF THE ROBOTS
MEGA DRIVE
Including Music By Brian May
MIRAGE
Acclaim
SEGA

Rarity EU: 2

Rise of the Robots

Developer	Mirage, Data Design Interactive, Psygnosis
Publisher	Acclaim Entertainment
Release date	(eu) November 19, 1994
Genre	Fighting
Mode	1-2 Players

Rise of the Robots is very similar in style and gameplay to other fighting games popular at the time, such as Street Fighter II and Mortal Kombat, but with pre-rendered 3D sprites rather than pixel art or digitized sprites. The game’s characters, including the player, are all robots, and the plot borrowed heavily from the cyberpunk genre, specifically such movies as Blade Runner, Metropolis, RoboCop and The Terminator.

2.7

RISE OF THE ROBOTS
1 PLAYER MISSION
1 PLAYER TRAINING
2 PLAYER VS
OPTIONS

CYBORG
25
LEADER

P

6.4

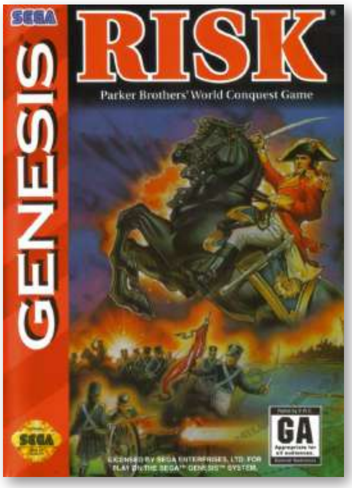
Arctic Ocean
Atlantic Ocean
Pacific Ocean
Indian Ocean

N

Risk

Developer	Sculptured Software
Publisher	Parker Brothers
Release date	(us) April 2, 1994
Genre	Board game
Mode	1-6 Players

RISK is a conversion of the popular strategy board game by Parker Brothers. Players control armies placed in different regions of the world, attacking opposing players' armies to gain territory, and ultimately try to wipe out the other factions and take over the world. In addition to the regular classic mode, there is also an arcade mode, where skirmishes between factions give the player direct control of cannons to attack the opposing player.


SEGA
GENESIS
RISK
Parker Brothers' World Conquest Game
GA

Rarity US: 2

6.2

RISKY WOODS
START
OPTIONS
1992
ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD.

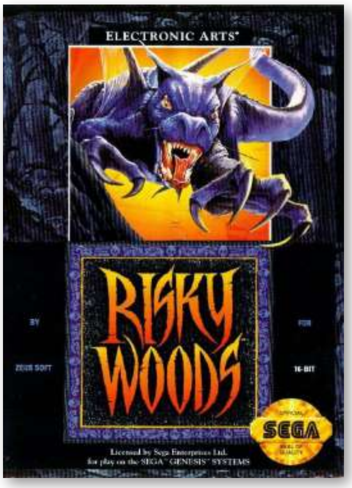
J N P B

Risky Woods

Developer	Dinamic Software, Zeus Software
Publisher	Electronic Arts, (jp) Electronic Arts Victor
Release date	(us) December, 1992
	(eu) 1992
Genre	Platformer
Mode	1 Player

Risky Woods is Dinamic's only Mega Drive game and the last game they would develop before going bankrupt.

The Sega Mega Drive has some deliberate changes that make it different from other releases. Compared to the home computer versions: Rohan has a different outfit, both in-game and in the ending. The armor system is completely new and the puzzles required to destroy the statues were also new.


ELECTRONIC ARTS
RISKY WOODS
SEGA

Rarity US: 3
Rarity EU: 3

8.5

Ristar
the shooting star
PRESS START BUTTON
© SEGA ENTERPRISES, LTD. 1995

J N P B

Ristar

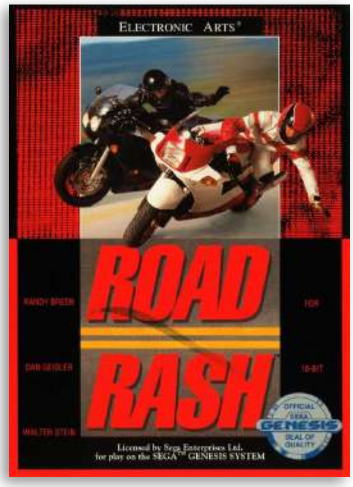
Developer	Sonic Team, Sega AM7
Publisher	Sega
Release date	(us) February 16, 1995
	(eu) February 18, 1995
Genre	Platformer
Mode	1 Player

Ristar stars an anthropomorphic cartoon star who uses his hands and long, stretchable arms to both move and combat enemies.

Reception for the game has been generally positive, but the game's initial release was overshadowed due to the imminent ending of the Genesis's lifecycle and the succession of the Sega Saturn and other fifth generation video game consoles.

SEGA
GENESIS
Ristar

Rarity US: 4
Rarity EU: 4


ELECTRONIC ARTS
ROAD RASH
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

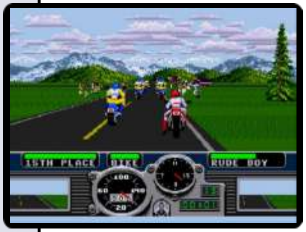
Rarity US: 2
Rarity EU: 2

Road Rash

Developer Electronic Arts
Publisher Electronic Arts, (jp) Electronic Arts Victor
Release date (us) September, 1991
(eu) September, 1991
Genre Racing
Mode 1-2 Players

Road Rash debuted on the Genesis in 1991. The game takes place in California where the player competes in illegal street races, where competitors are given free will to deliberately damage competitors to get to first place. Damage is incurred by punching competitors or ramming into them. While the game has a two-player mode, it is a take-turns system that only allows one person to play at a time.

7.3


15TH PLACE
BIKE
RUDE BOY

J N P B

ELECTRONIC ARTS
ROAD RASH II
SEGA
Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

Rarity US: 3
Rarity EU: 2

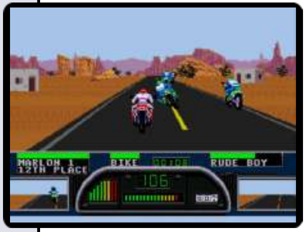
Road Rash II

Developer EA Studios
Publisher Electronic Arts, (jp) Electronic Arts Victor
Release date (us) December, 1992
(eu) January, 1993
Genre Racing
Mode 1-2 Players

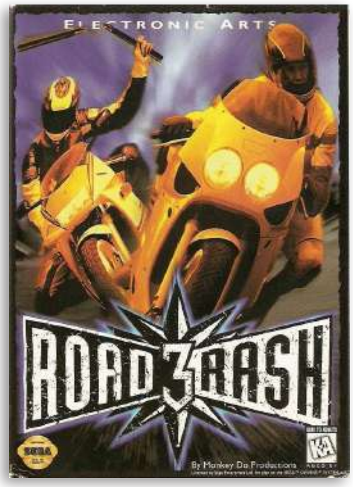
Road Rash II was released in 1992 exclusively for the Genesis. The sequel took the engine and sprites from the first game and added more content. The biggest addition was proper two-player modes: “Split Screen” versus the other computer opponents, and the duel mode “Mano A Mano”. The races now take place all across the United States: Alaska, Hawaii, Tennessee, Arizona, and Vermont.

7.8

ROAD RASH II
COPYRIGHT 1992 ELECTRONIC ARTS


MARLON 1
12TH PLACE
BIKE
RUDE BOY
106

J N P B


ELECTRONIC ARTS
ROAD 3 RASH
SEGA
By Monkey Do Productions

Rarity US: 4
Rarity EU: 3

Road Rash III: Tour de Force

Developer Monkey Do Productions
Publisher Electronic Arts
Release date (us) 1995
(eu) April, 1995
Genre Racing
Mode 1-2 Players

For the most part, this entry is separate from the earlier games. Races now take place across the world, each level featuring five of seven total locales: Brazil, the United Kingdom, Germany, Italy, Kenya, Australia, and Japan. In addition to the now standard fifteen bikes, four part upgrades are available for each. Eight weapons are available, and this game introduces the player’s ability to hold on to weapons between races.

7.9

ROAD 3 RASH
Tour De Force
(C) 1995 ELECTRONIC ARTS.
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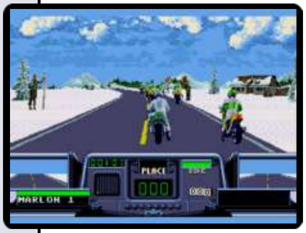
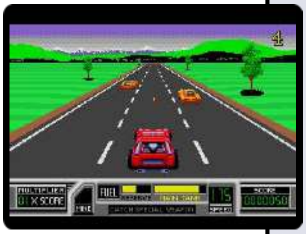

MARLON 1
PLACE

N P B

RoadBlasters

5.2

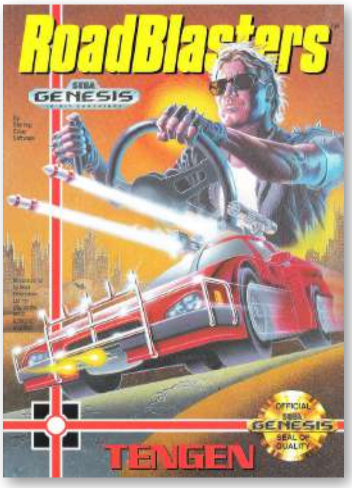
RoadBlasters
HIGH SCORE
FUEL
SCORE
SPEED



J N

Developer	Atari Games, Sterling Silver Software
Publisher	Tengen
Release date	(us) August, 1991
Genre	Racing
Mode	1 Player

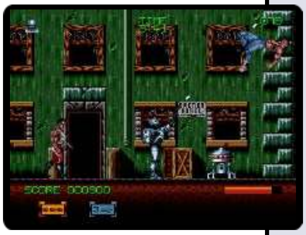
Road Blasters is an arcade game developed by Atari Games which was brought to, among other consoles, the Genesis in 1991. In the game, players drive a car armed with various weapons, and need to travel across various tracks shooting enemy cars while avoiding obstacles without running out of fuel. Players can crash as often as they like, but this will also lead to a loss of fuel, so it is not recommended. The car automatically accelerates, and A fires.


RoadBlasters
GENESIS
TENGEN

Rarity US: 3

RoboCop 3

4.7



N P

Developer	Ocean Software, Eden Entert., Krisalis Soft.
Publisher	Flying Edge
Release date	(us) 1993 (eu) 1993
Genre	Action-platformer
Mode	1 Player

RoboCop 3, based on the movie of the same name, is a traditional single-player side-scrolling game. Robocop get missions (such as rescuing his colleagues who are being kept hostages), which are divided into several smaller levels. The levels usually consist of several platforms, and are heavily populated by enemies who shoot at him.

“mobygames.com”

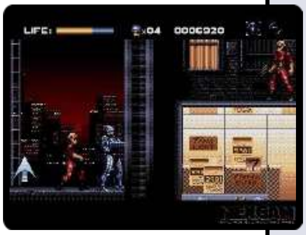
SEGA
ROBOCOP 3
GENESIS
FIRST TIME ON GENESIS!
FLYING EDGE
ORION
GA

Rarity US: 4
Rarity EU: 4

RoboCop Versus The Terminator

7.6

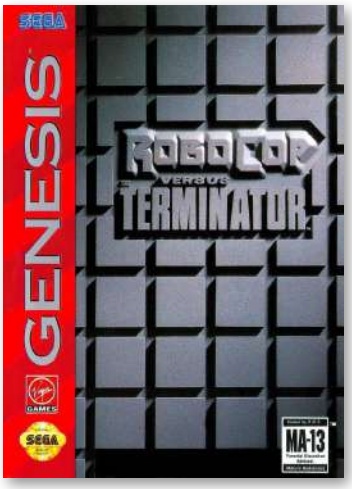
HIGH SCORE 007500
ROBOCOP
VERSUS
THE TERMINATOR
START GAME
OPTIONS


LIFE:
0006920

J N P

Developer	Virgin Games
Publisher	Virgin Games
Release date	(us) 1993 (eu) 1994
Genre	Run ‘n` gun
Mode	1 Player

RoboCop Versus The Terminator is a sidescrolling shoot ‘em up that combines elements from the Terminator and RoboCop movie franchises similar to Aliens vs. Predator. The story was largely based on a comic book of the same name, though elements may have been taken from a script for a feature-length film (which was later cancelled).


SEGA
GENESIS
ROBOCOP
VERSUS
TERMINATOR
MA-13

Rarity US: 4
Rarity EU: 2

GENESIS
Rock'n'Roll RACING
HOT MUSIC
SEGA
GA

Rarity US: 5
Rarity EU: 5

Rock N' Roll Racing

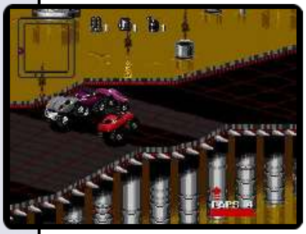
Developer	Silicon & Synapse
Publisher	Interplay Entertainment
Release date	(us) 1994 (eu) 1994
Genre	Racing
Mode	1-2 Players

Rock n' Roll Racing was developed as a sequel to the SNES game RPM Racing, though Blizzard dropped the idea of it being a direct sequel when the "rock n' roll" theme was brought in. The game features a commentator, and much of its music is based on famous rock tracks.

By entering a cheat code, it is possible to play as Olaf the Stout, a character from The Lost Vikings.

7.8

Rock N Roll Racing
Licensed by Sega Enterprises, Ltd



N P

KONAMI
ROCKET KNIGHT ADVENTURES
GENESIS
SEGA

Rarity US: 3
Rarity EU: 3

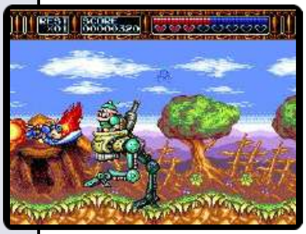
Rocket Knight Adventures

Developer	Konami
Publisher	Konami
Release date	(us) July, 1993 (eu) September 24, 1993
Genre	Platformer
Mode	1 Player

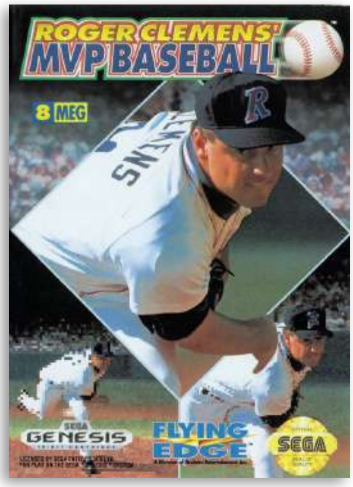
Rocket Knight Adventures was designed by Nobuya Nakazato, designer of several titles in the Contra series such as The Alien Wars, Hard Corps and Shattered Soldier. Its protagonist is Sparkster, an opossum knight who fights an army of robots and pigs, many of whom are piloting various mechanical vehicles. Sparkster is armed with a sword that can project energy over a short distance and a rocket pack that allows him to fly.

8.5

ROCKET KNIGHT ADVENTURES ™
START
OPTIONS
©1993 KONAMI ALL RIGHTS RESERVED



J N P


ROGER CLEMENS' MVP BASEBALL
8 MEG
GENESIS
FLYING EDGE
SEGA

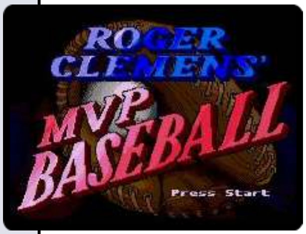
Rarity US: 1

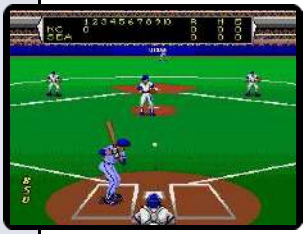
Roger Clemens' MVP Baseball

Developer	Sculptured Software
Publisher	Flying Edge
Release date	(us) February, 1993
Genre	Sports
Mode	1-2 Players

Roger Clemens' MVP Baseball is a baseball game released for the NES, Game Boy, SNES, and Genesis. All of the ballplayers have the likenesses and abilities of the 1991 Major League Baseball players they represent. However, since the game is not licensed by the Major League Baseball Players Association, the only player whose name appears in the game is, of course, AL Cy Young Award Winner Roger Clemens.

4.7

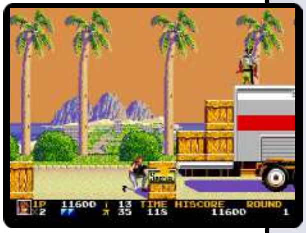

ROGER CLEMENS' MVP BASEBALL
Press Start



N

7.7

ROLLING THUNDER 2
PRESS START BUTTON
TM AND © 1990 1991 NAMCO LTD.
ALL RIGHTS RESERVED
namco

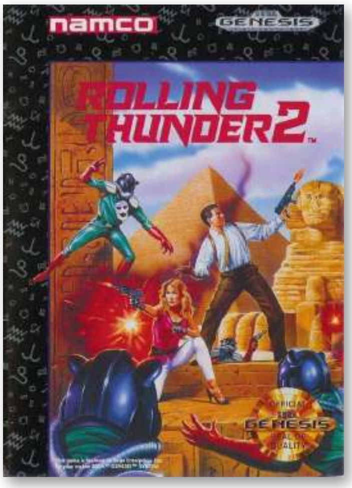


J N P

Rolling Thunder 2

Developer	Namco
Publisher	Namco Hometek
Release date	(us) January, 1992 (eu) April, 1993
Genre	Run ‘n` gun
Mode	1-2 Players

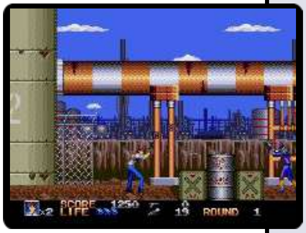
Rolling Thunder 2 is the second game in the Rolling Thunder trilogy (the first game was not released on a Sega platform; the third was released exclusively for the Genesis). Compared to the arcade version, the Genesis version can’t keep up on an audiovisual level, but contains several new stages, standard enemies, bosses not present in the original game, a password system and short cutscenes between stages.


namco
GENESIS
ROLLING THUNDER 2

Rarity US: 2
Rarity EU: 4

7.7

ROLLING THUNDER 3
GAME START
CONFIGURATION
PASSWORD
namco
PRODUCED BY NAMCO LTD.
TM&©1993 NAMCO LTD.



N

Rolling Thunder 3

Developer	Now Production
Publisher	Namco Hometek
Release date	(us) July, 1993
Genre	Run ‘n` gun
Mode	1 Player

The game was made specifically for home consoles, which allowed the developers to implement more extensive gameplay features that otherwise would not had been possible in a regular arcade release.

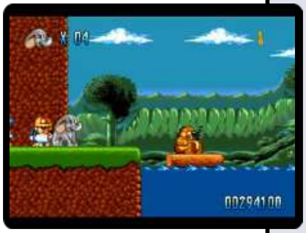
The game maintains the “shoot-and-take cover” formula of the previous installments. The player progresses through ten levels and three secret areas (including an abandoned version of the original game’s first stage) by shooting hostile enemies and dodging enemy fire.

namco
GENESIS
ROLLING THUNDER 3
SEGA

Rarity US: 3

7.1

ROLO TO THE RESCUE
ROLO & FRIENDS
PRESS START TO PLAY



J N P B

Rolo to the Rescue

Developer	Vectordean
Publisher	Electronic Arts, (eu) Electronic Arts Victor
Release date	(us) 1992 (eu) 1992
Genre	Action-platformer
Mode	1 Player

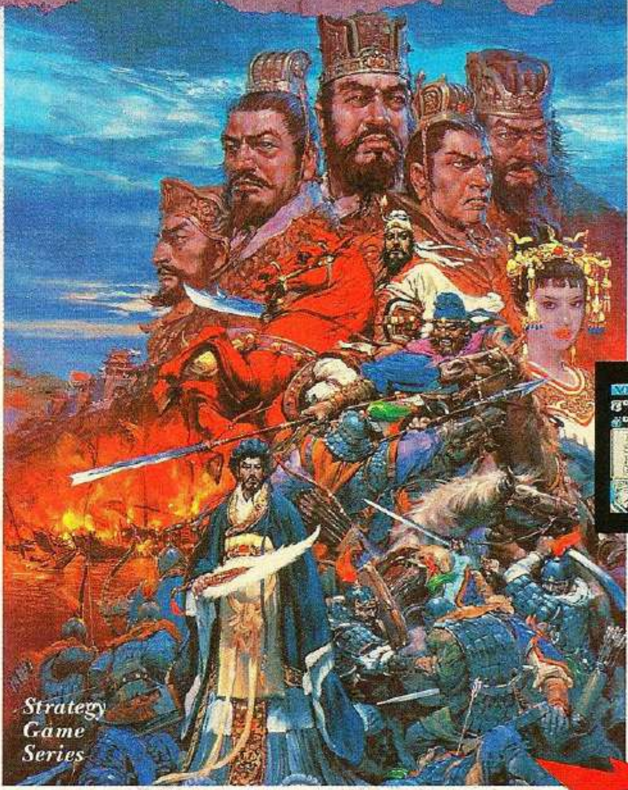
Rolo to the Rescue is a two-dimensional action game with platforming elements, starring Rolo the elephant. Several other animal characters are playable once Rolo rescues them. Each animal has a special ability that is needed to successfully reach the end of each level. For example, the rabbit is able to jump very high, the squirrel can climb, the mole can dig, and the beaver can swim.

ELECTRONIC ARTS
Rolo
To The Rescue
SEGA

Rarity US: 6
Rarity EU: 3

GET REAL!

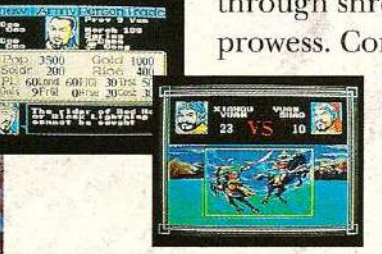
Victory takes more brains than brawn.



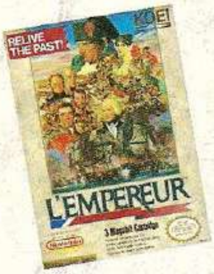
**SNES, Genesis, PC, Amiga, NES*

Romance® of The Three Kingdoms II

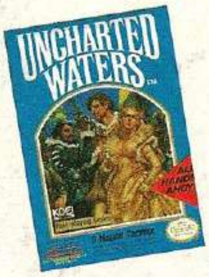
Return to an age of chivalry and courage. A time when the fate of a dynasty was at stake. As a powerful leader, manipulate enemies of the emperor and expand your domain through shrewd strategy and military prowess. Command your generals wisely and the glory will be yours! Only you can unify China!



Catch the 16-bit power!



L'Empereur
**PC, NES*



Uncharted Waters
**PC, NES*

Capture the magical gems of the crown Gemfire and restore peace to an enchanted island!

**NES*
Coming soon for Genesis

Imagination Series

GEMFIRE™

KOEI

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OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

Licensed by Nintendo® for Play on the Nintendo ENTERTAINMENT SYSTEM®

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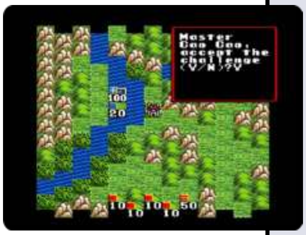
CIRCLE #154 ON READER SERVICE CARD.

6.5

Romance II
of The Three Kingdoms
PRESS START
LICENSED BY SEGA ENTERPRISES, LTD.



J N

Romance of the Three Kingdoms II

Developer Koei
Publisher Koei
Release date (us) 1991
Genre Strategy
Mode 1 Player

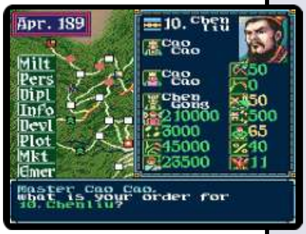
This is the second in the Romance of the Three Kingdoms series of turn-based strategy games produced by Koei and based on the historical novel Romance of the Three Kingdoms. Upon starting the game, players choose from one of six scenarios that determine the initial layout of power in ancient China. The scenarios loosely depict allegiances and territories controlled by the warlords as according to the novel.

Romance II
of The Three Kingdoms
GENESIS
Strategy Game Series
KOEI
SEGA

Rarity US: 3

7.3

Romance III
of The Three Kingdoms
DRAGON OF DESTINY
© 1993 KOEI Corporation
LICENSED BY SEGA ENTERPRISES, LTD.
PRESS START BUTTON


Apr. 189
Milt
Pers
Dipl
Info
Devl
Plot
Mkt
Emer

Master Cao Cao,
what is your order for
10.Chen Liu?

J N

Romance of the Three Kingdoms III: Dragon of Destiny

Developer Koei
Publisher Koei
Release date (us) 1992
Genre Strategy
Mode 1-8 Players

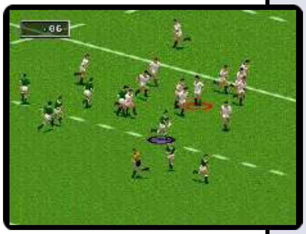
Romance of the Three Kingdoms III: Dragon of Destiny is another strategy game by Koei. The concept is the same here as in Koei's other wargames. The historical setting is still ancient China. The country is under the control of one Emperor, but all of the faction leaders want to be the emperor themselves. Players begin with one territory and they must conquer more to win the game.

SEGA
KOEI
GENESIS
Romance III
of The Three Kingdoms
DRAGON OF DESTINY
UNITE WAR-TORN CHINA!
GA

Rarity US: 3

6.3

RUGBY WORLD CUP 1995
EA SPORTS
©1994 Electronic Arts
© Rugby World Cup Ltd 1986. TM.

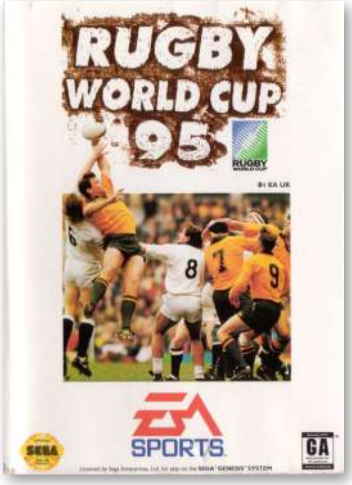


N P

Rugby World Cup '95

Developer The Creative Assembly
Publisher EA Sports
Release date (us) 1994
(eu) December, 1994
Genre Sports
Mode 1-4 Players

This was the official game of the 1995 IRB Rugby Union World Cup in South Africa. Featuring all 20 international teams that took part in the World Cup including the All Blacks of New Zealand and the Springboks of South Africa, as well as an EA All Stars team and a few other minor rugby nations. The game shares a lot with EA Sports' early FIFA titles. It uses an isometric perspective and a timed gauge for place kicks.


RUGBY WORLD CUP 95
EA SPORTS
SEGA
GA

Rarity US: 2
Rarity EU: 2

GENESIS
SAGAIA
TAITO

Rarity US: 4

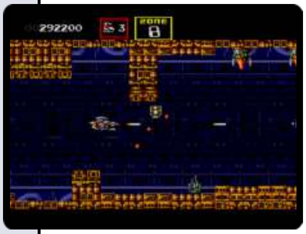
Sagaia

Developer	Taito
Publisher	Taito
Release date	(us) November 15, 1991
Genre	Shooter
Mode	1 Player

Sagaia is a conversion of the 1989 arcade game, Darius II. Changes include a boss rush mode (via a code) and various modifications to levels and mechanics, such as the boss Steel Spine being moved to another level and the boss Killer Higia being replaced with a similar creation called Nehonojia. This conversion does not support two players, so the ability to choose between Proco Jr. and Tiat Young was added; Proco plays like normal, while Tiat starts every life with one power level extra.

7.9

SAGAIA
PRESS START BUTTON
TAITO
© TAITO CORPORATION 1991
LICENSED BY SEGA ENTERPRISES LTD.


292200
ZONE B

J N B

GENESIS
TAITO

Rarity US: 5

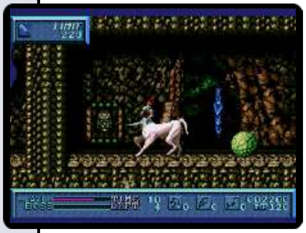
Saint Sword

Developer	Taito
Publisher	Taito
Release date	(us) 1991
Genre	Action-platformer
Mode	1 Player

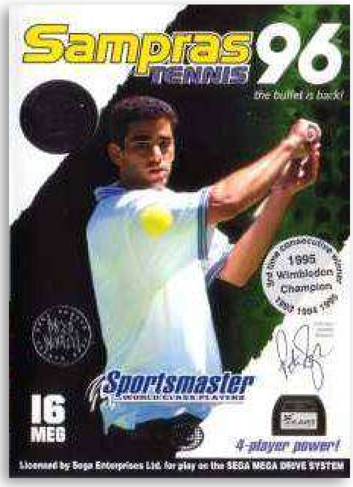
Players control the legendary warrior Macress as he travels back in time in order to prevent the demoness Gorgon before he takes over the entire world. There are seven stages for players to play through; most of the enemies in each stage are merely a palette swap of each other. Defeating enemies allow Macress to gain access to power-ups that will give him physical enhancement like angel's wings and the body of a horse.

6.0

SAINT SWORD
NEW GAME
PASSWORD
OPTION
TAITO
© TAITO CORPORATION 1991



J N


Sampras 96 TENNIS
the bullet is back!
1995 Wimbledon Champion
Sportsmaster
16 MEG
4-player power!
Licensed by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM

Rarity EU: 2

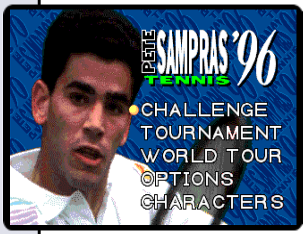
Sampras Tennis 96

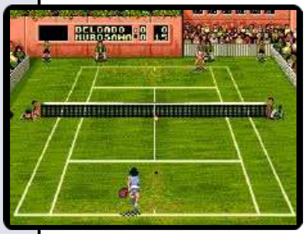
Developer	Codemasters
Publisher	Sportsmaster
Release date	(eu) July 28, 1995
Genre	Sports
Mode	1-4 Players

Sampras Tennis 96 is the sequel to Pete Sampras Tennis. Like its predecessor, it was one of the few titles released on the J-Cart format, which provided two additional controller ports for multiplayer games.

The game is pretty standard tennis sim fare. It features a first-person behind-the-back view of the court with player's choice of multiple male or female players and pick of several different styles of play - including head-to-head and mixed doubles.

7.0

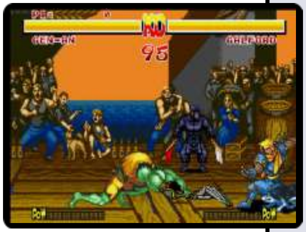

PETE SAMPRAS '96 TENNIS
CHALLENGE
TOURNAMENT
WORLD TOUR
OPTIONS
CHARACTERS



P

7.7

SAMURAI SHODOWN
PRESS START BUTTON



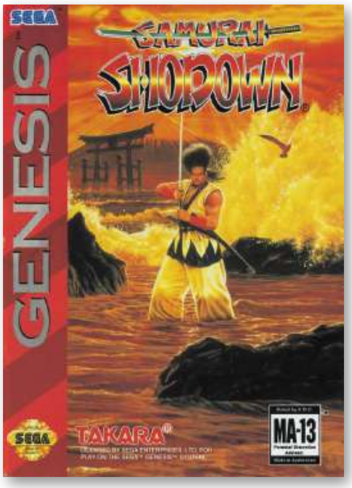
J N P

Samurai Shodown

Developer	Saurus
Publisher	Takara
Release date	(us) 1994 (eu) 1995
Genre	Fighting
Mode	1-2 Players

Samurai Shodown, known as Samurai Spirits in Japan, is a versus fighting game by SNK, originally developed for Neo Geo AES/MVS hardware. It is the first in the series, and is notable for using weapons rather than relying on hand-to-hand combat during battles - one of the first fighting games of its type to do so.

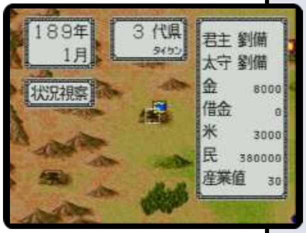
After being released for the Neo Geo in 1993, ports were made to a variety of platforms, including the Mega Drive.


SEGA
GENESIS
SAMURAI SHODOWN
TAKARA
MA-13

Rarity US: 2
Rarity EU: 5

6.8

三国志列伝
乱世の英雄たち
PUSH START BUTTON
© SEGA 1991

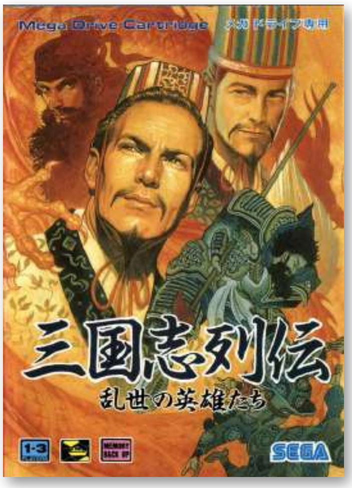

189年 1月
3 代県
状況視察
君主 劉備
太守 劉備
金 8000
借金 0
米 3000
民 380000
産業値 30

J

Sangokushi Retsuden: Ransei no Eiyuu-tachi

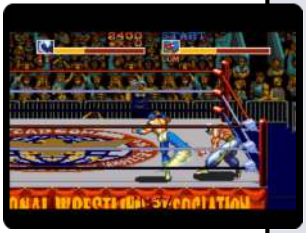
Developer	Tose Software
Publisher	Sega
Release date	(jp) April 29, 1991
Genre	Strategy
Mode	1-3 Players

Sangokushi Retsuden is a turn-based strategy game set in Three Kingdoms-era China. The game takes place on one large map representing the whole of China, which features numerous strongholds held by different factions and many strategic and geographic features. The player must give orders to each of their generals, such as to move, attack, or retreat, as well as allocate resources such as money and food as necessary.


Mega Drive Cartridge
三国志列伝
乱世の英雄たち
SEGA

7.6

SATURDAY NIGHT SLAM MASTERS
CAPCOM



N P

Saturday Night Slam Masters

Developer	Capcom
Publisher	Capcom
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-2 Players

Saturday Night Slam Masters is a fighting/wrestling hybrid arcade game developed by Capcom, originally released for Capcom's CP System Dash arcade hardware in July 1993. The game mixes up Capcom's one-on-one fighting system seen in games like Street Fighter II' (though here there is a vertical plane, similar to what could would typically find in arcade beat-'em-ups of the era), with the rules of professional wrestling.

SEGA
GENESIS
CAPCOM
SATURDAY NIGHT SLAMMASTERS
TEEN

Rarity US: 3
Rarity EU: 6

SEGA
GENESIS
SCOOBY-DOO MYSTERY
Acclaim
SUNSOFT
K-A

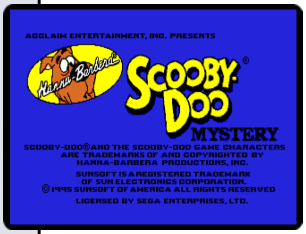
Rarity US: 5

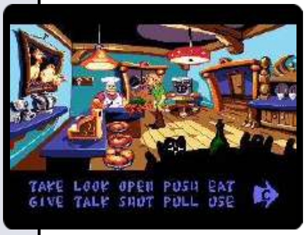
Scooby-Doo Mystery

Developer	Sunsoft
Publisher	Acclaim Entertainment
Release date	(us) 1995
Genre	Adventure
Mode	1 Player

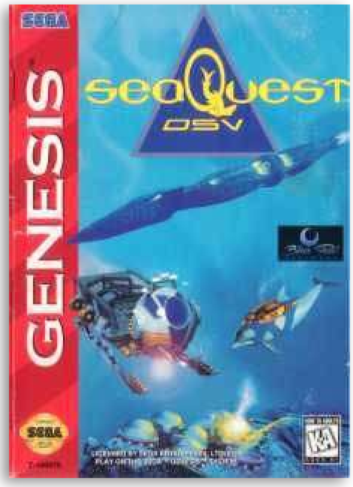
Scooby-Doo Mystery, based on the Scooby-Doo animated series, is a traditional adventure game with a point-and-click-style interface. The game is divided into two scenarios: “Blake’s Hotel” and “Ha Ha Carnival”. The object of the game is to solve puzzles to progress, uncover the mystery and catch the monster/criminal to win the scenario. Most of the puzzles require logic to solve, while others require a specific action to solve.

7.0


ACCLAIM ENTERTAINMENT, INC. PRESENTS
Hanna-Barbera
SCOOBY-DOO
MYSTERY


TAKE LOOK OPEN PUSH EAT
GIVE TALK SHOT PULL USE

N B


SEGA
GENESIS
seaQuest DSV

Rarity US: 6
Rarity EU: 6

SeaQuest DSV

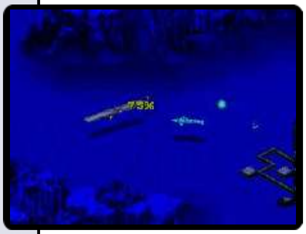
Developer	Sculptured Software
Publisher	Black Pearl Software
Release date	(us) 1994 (eu) 1995
Genre	Strategy, Shooter
Mode	1 Player

seaQuest DSV is a real-time simulator/strategy game depiction of the seaQuest DSV television series. The player takes the role of the captain of the submarine seaQuest DSV 4600, and is tasked with carrying out a series of missions in a series of levels, divided up as “ocean quadrants”.

The game makes heavy use of prerendered graphics, a technique popularized by Donkey Kong Country.

5.8

seaQuest DSV



N P

MEGA DRIVE
SECOND SAMURAI
SEGA

Rarity EU: 5

The Second Samurai

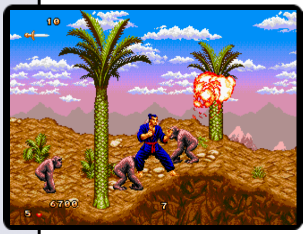
Developer	Psygnosis
Publisher	Vivid Image
Release date	(eu) 1994
Genre	Beat-em-up
Mode	1-2 Players

At the end of First Samurai, the Demon King was able to flee back in time to ancient Japan, so our hero follows him back in time, and has 10 levels awaiting him. Unlike the original, each world is split into sub-levels, with a boss at the end of each one, emphasising the arcade side of the gameplay, which still combines hacking and slashing with puzzle-solving.

As in the first game, players start without weaponry but can pick up swords and daggers as they progress.

6.4

THE SECOND SAMURAI
PRESS START
(C)1994 VIVID IMAGE (C)1994 SEGA



P

7.1

Sensible™
SOCCER
NATIONAL TEAMS
CLUB TEAMS
CUSTOM TEAMS
OPTIONS
(C) 1992/1993 SENSIBLE SOFTWARE
UNDER EXCLUSIVE LICENCE TO SONY IMAGESOFT, INC.
FROM RENEGADE SOFTWARE
LICENSED BY SEGA ENTERPRISES LTD.

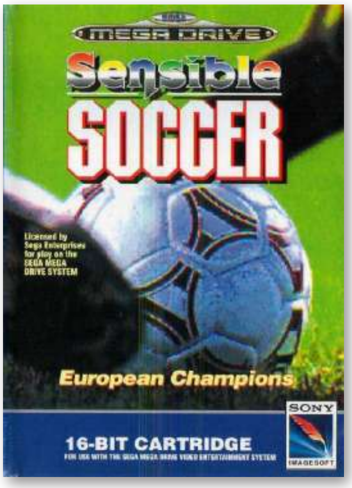
P

Sensible Soccer: European Champions

Developer	Sensible Software
Publisher	Sony Imagesoft
Release date	(eu) November, 1993
Genre	Sports
Mode	1-2 Players

Sensible Soccer, or Sensible Soccer: European Champions is an entry in the Sensible Soccer series of football games. Despite its name, the Sega versions of Sensible Soccer are in fact based upon the Amiga/Atari ST Sensible Soccer 92/93, an update to the “real” Sensible Soccer which was released exclusively for these computers.

“segaretro.org”


MEGA DRIVE
Sensible
SOCCER
Licensed by Sega Enterprises for play on the SEGA MEGA DRIVE SYSTEM
European Champions
SONY
16-BIT CARTRIDGE
IMAGESOFT

Rarity EU: 2

5.4

EA*KIDS™
a division of Electronic Arts®
CTW
SESAME STREET®
COUNTING CAFE™
(c) 1994 Children's Television Workshop (CTW).
All rights reserved.
Licensed by Sega Enterprises, Ltd.

counting CAFE
CTW
DAY
1

N

Sesame Street: Counting Cafe

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) 1994
Genre	Edutainment
Mode	1 Player

Sesame Street: Counting Cafe is a Genesis-only game based on the characters of Sesame Street, which is produced by the Children’s Television Workshop (now known as Sesame Workshop). Players learn how to count numbers with Grover as he tries to count, climb, and jump while collecting food items for counting. Bert has a tendency to thrown an egg in the mass and alter the order.

SEGA
GENESIS
SEGA CLUB
CTW
SESAME STREET
COUNTING CAFE
Help Grover add & subtract his way through a fun-filled day at the Counting Cafe.
EA*Kids
GA

Rarity US: 5

5.8

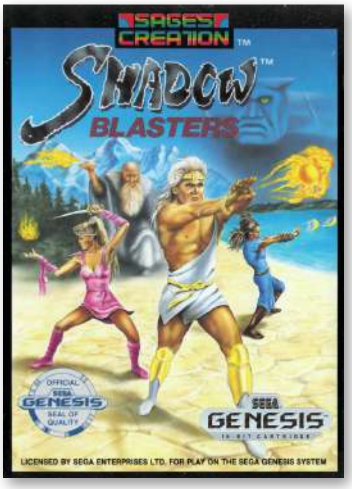
SHADOW™
BLASTERS
SAGE'S CREATION™
©&TM 1990 SAGE'S CREATION
©1990 SIGMA ENTERPRISES INC.
LICENCED BY SEGA ENTERPRISES LTD.

J N

Shadow Blasters

Developer	Sage’s Creation
Publisher	Sigma Enterprises
Release date	(us) 1990
Genre	Platformer
Mode	1-2 Players

Shadow Blasters is a side-scrolling platform game. There are four characters that player can choose from, each of them having four distinct stages to his or her weapon. The player can switch characters at any point during game play simply by going to the character select screen and choosing a different character. While this is a powerful asset, once a character dies, he or she cannot ever be revived. This effectively limits the total “lives” of the player to four.


SAGE'S CREATION™
SHADOW™
BLASTERS
OFFICIAL SEGA GENESIS SEAL OF QUALITY
SEGA GENESIS
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 4

Shadow Dancer

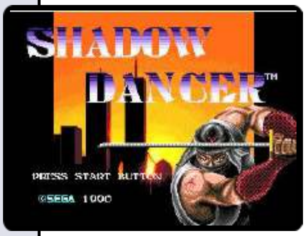
SEGA
GENESIS
16-BIT CARTRIDGE
SHADOW DANCER
THE SECRET OF SHINOBI

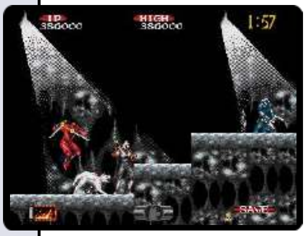
Rarity US: 3
Rarity EU: 3

Developer	Sega
Publisher	Sega
Release date	(us) 1991
	(eu) May, 1991
Genre	Hack and slash
Mode	1 Player

Shadow Dancer: The Secret of Shinobi is the second game in the Shinobi series released for the Genesis, following The Revenge of Shinobi. However, it is not a continuation of the previous game, but rather a loose adaptation to the 1989 arcade game Shadow Dancer. Like in the original arcade game, the player controls a ninja followed by a canine companion. The game was well received by critics.

7.4


SHADOW DANCER
PRESS START BUTTON
©SEGA 1990



Ⓙ Ⓝ Ⓟ Ⓑ

Shadow of the Beast

ELECTRONIC ARTS
SHADOW OF THE BEAST
SEGA

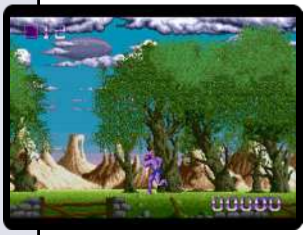
Rarity US: 3
Rarity EU: 3

Developer	Psygnosis
Publisher	Electronic Arts
Release date	(us) 1991
	(eu) December, 1991
Genre	Platformer
Mode	1 Player

The original Amiga version was considered impressive for it's time with atmospheric soundtrack and graphics, which had multiple scrolling planes, color usage and diverse graphics. The Genesis was scalled back in terms of sound and graphics, with some enemies missing or their position being altered. This was partially fixed in the Japanese version.

"segaretro.org"

5.4



Ⓙ Ⓝ Ⓟ Ⓑ

Shadow of the Beast II

ELECTRONIC ARTS
SHADOW OF THE BEAST II
SEGA

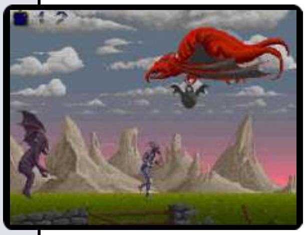
Rarity US: 3
Rarity EU: 3

Developer	Psygnosis
Publisher	Electronic Arts
Release date	(us) November, 1992
	(eu) 1992
Genre	Platformer
Mode	1 Player

At the end of the first game, Aarbron manage to free himself from a life of serving the Beast Lord, only to find his baby sister has been kidnapped by Zelek to take his place as a Beast Messenger. Infuriated, he set out to find his sister and destroy Zelek. Along the way, Aarbron befriends the wise dragon Barloom and must defeat the evil dragon Ishran. Tree Pygmies in the forest and the goblins in the Crystal Caverns serve as foes.

5.1

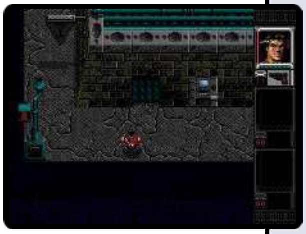
BEAST II
Copyright 1992 Psygnosis.
Licensed by Sega Enterprises Ltd.



Ⓝ Ⓟ

8.2

SHADOWRUN
PRESS START
SHADOWRUN (c) 1989 - 1993 FASA CORP.
SHADOWRUN AND MATRIX ARE REGISTERED
TRADEMARKS OF THE FASA CORP.
(c) 1994 SEGA



N P

Shadowrun

Developer	FASA
Publisher	Sega
Release date	(us) 1994
Genre	Action role-playing
Mode	1 Player

Shadowrun is the second game adapted from the 1989 game, Shadowrun, and has a more open ended style of gameplay than its 1993 SNES counterpart, Shadowrun by Beam Software.

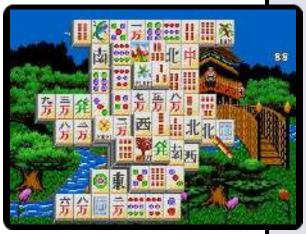
The game offers the player an open style of gameplay, where one controls the main character, Joshua, in third person perspective during both exploration and combat.

GENESIS
SHADOWRUN
FASA
SEGA
MA-13

Rarity US: 4

7.1

SHANGHAI II
DRAGON'S EYE



N

Shanghai II: Dragon's Eye

Developer	Brian A. Rice, Inc.
Publisher	Activision
Release date	(us) 1994
Genre	Puzzle
Mode	1-2 Players

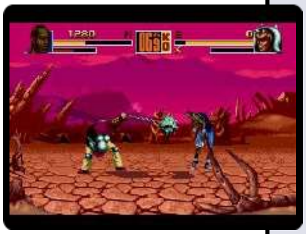
Activision had originally contracted Japanese developer Home Data to produce a Mega Drive version of the game, which they released in Japan as Dragon's Eye Plus: Shanghai III. However, Activision were not happy with this version of the game, and rather than releasing it overseas or improving it for a Western release, they commissioned a brand-new Mega Drive port out to an American freelance developer, Brian Rice, and released this new port in 1994.

SEGA
GENESIS
SHANGHAI II
DRAGON'S EYE
ACTIVISION
GA

Rarity US: 4

4.3

SHAQ FU
DUEL
STORY
TOURNAMENT
OPTIONS



N P

Shaq Fu

Developer	Delphine Software
Publisher	Electronic Arts
Release date	(us) 1994 (eu) October 28, 1994
Genre	Fighting
Mode	1-2 Players

Shaq Fu features former professional basketball player Shaquille O'Neal as a playable character. The Genesis version of Shaq Fu has five more playable characters (Auroch, Colonel, Diesel, Leotsu, and Nezu) and three more stages (The Lab, The Wasteland, and Yasko Mines) than the SNES version, therefore the Genesis version has a longer story mode.

ELECTRONIC ARTS
ENFORCER OF JUSTICE
SHAQ-FU
BY DELPHINE SOFTWARE
MA-13

Rarity US: 1
Rarity EU: 2

SUN-SOFT
メガドライブ専用
SHI? KIN? JOH?
紫 禁 城

Shi-Kin-Jou

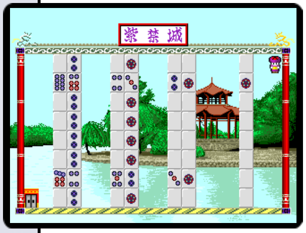
Developer	Scap Trust, Sunsoft
Publisher	Sunsoft
Release date	(jp) April 27, 1991
Genre	Puzzle
Mode	1 Player

Shikinjoh, or Shi-Kin-Joh, is a 1989/1990 puzzle game by Scap Trust for the PC-88 and PC-98. Sunsoft ported it to the Mega Drive in 1991, with the Mega Drive version having added Sega Mega Modem capabilities.

The game is similar to Sokoban in which the player must reach a goal by pushing oversized mahjong tiles which block the path. When two matching tiles are pushed next to each other, they disappear.

7.3

紫 禁 城
PUSH START BUTTON
SUNSOFT



J

GENESIS
SEGA
SHINING FORCE
ROLE PLAYING GAME

Rarity US: 2
Rarity EU: 4

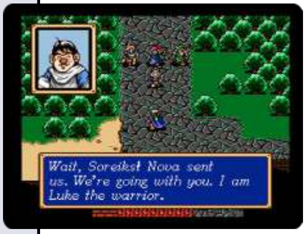
Shining Force

Developer	Sonic, Climax
Publisher	Sega
Release date	(us) July, 1993 (eu) July 5, 1993
Genre	Role-playing
Mode	1 Player

Shining Force is a turn-based tactical role-playing game. While primarily a traditional fantasy-themed game, it contains some science fiction elements. While the game is the first in chronological order in the Shining series, it is the second game released in the series, of which the first game released is Shining in the Darkness. Though it retained many elements from its predecessor, the gameplay is drastically different.

8.3

SHINING FORCE™
THE LEGACY OF GREAT INTENTION
PRESS START BUTTON
© 1993 SEGA
SONIC/CLIMAX



Wait, Soreikst Nova sent us. We're going with you. I am Luke the warrior.

J N P

SEGA
GENESIS
SHINING FORCE II
GA

Rarity US: 2
Rarity EU: 4

Shining Force II

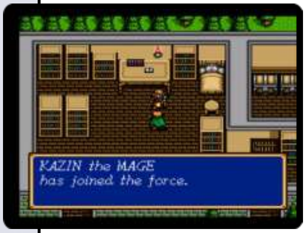
Developer	Sonic
Publisher	Sega
Release date	(us) October, 1994 (eu) 1994
Genre	Role-playing
Mode	1 Player

Shining Force II is much longer than the first, and more free-roaming. There is no chapter system, so the player can return to previously visited parts of the world. There are also two different ways of promoting many characters.

IGN named Shining Force II one of the top 100 video games of all time at number 48, and Retro Gamer included it among the top ten Mega Drive games.

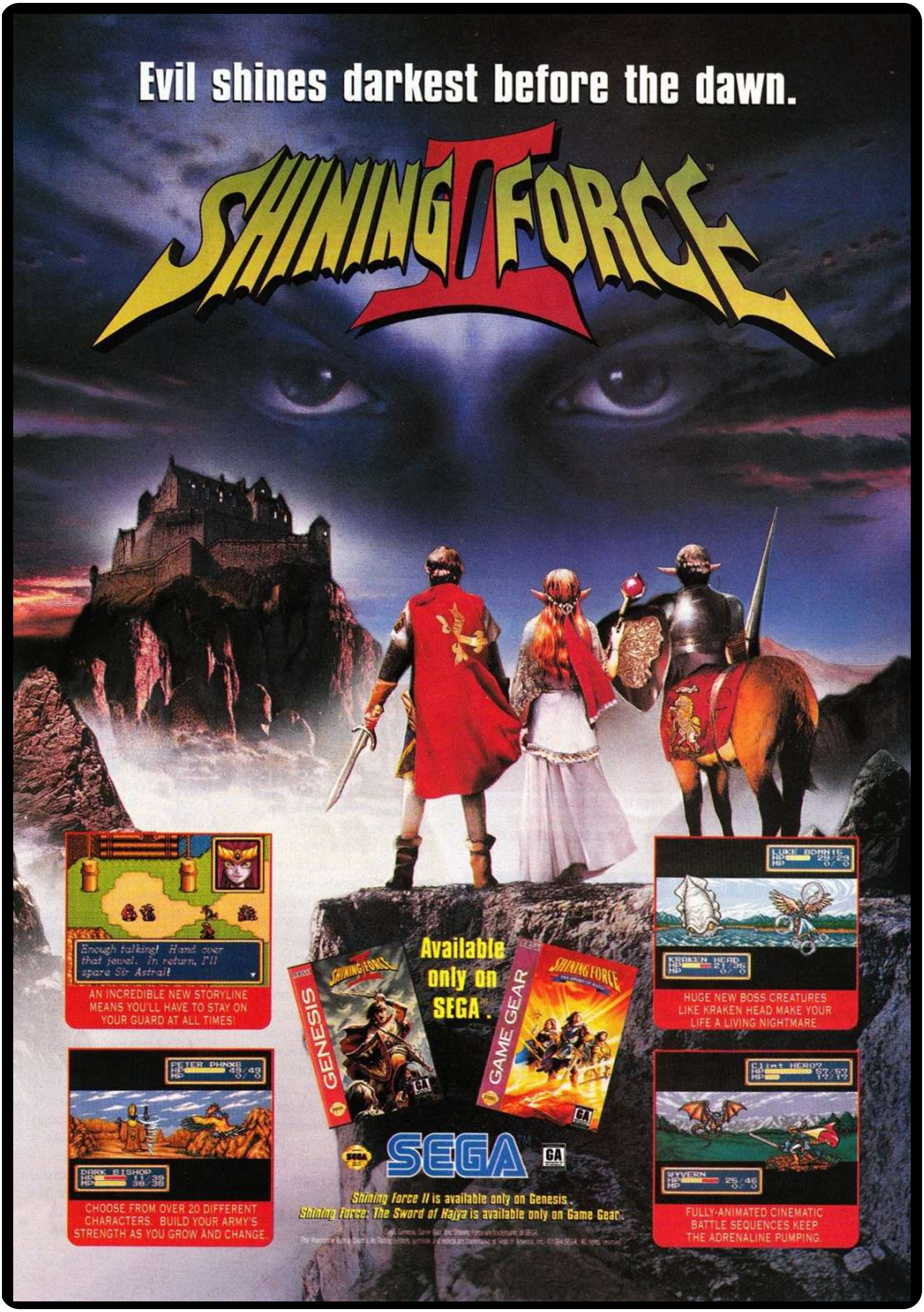
8.9

SHINING FORCE II™
PRESS START BUTTON
© 1994 SEGA
PRESENTED BY SONIC



KAZIN the MAGE
has joined the force.

J N P B


Evil shines darkest before the dawn.
SHINING FORCE II
Available only on SEGA.
GENESIS
GAME GEAR
SEGA

Enough talking! Hand over that jewel. In return, I'll spare Sir Astral!

AN INCREDIBLE NEW STORYLINE MEANS YOU'LL HAVE TO STAY ON YOUR GUARD AT ALL TIMES!

PETER PHNX6
HP 49/49
MP 0/ 0

DARK BISHOP
HP 11/39
MP 38/38

CHOOSE FROM OVER 20 DIFFERENT CHARACTERS. BUILD YOUR ARMY'S STRENGTH AS YOU GROW AND CHANGE.

LUKE BDMN15
HP 29/29
MP 0/ 0

KRAKEN HEAD
HP 21/35
MP 0/ 0

HUGE NEW BOSS CREATURES LIKE KRAKEN HEAD MAKE YOUR LIFE A LIVING NIGHTMARE.

Clint HERO7
HP 57/57
MP 17/17

WYVERN
HP 25/46
MP 0/ 0

FULLY-ANIMATED CINEMATIC BATTLE SEQUENCES KEEP THE ADRENALINE PUMPING.

Shining Force II is available only on Genesis.
Shining Force: The Sword of Hajya is available only on Game Gear.

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SEGA GENESIS
Shining in the Darkness
ROLE PLAYING GAMES

Rarity US: 3
Rarity EU: 4

Shining in the Darkness

Developer	Sonic, Climax
Publisher	Sega
Release date	(us) 1991 (eu) October, 1991
Genre	Role-playing
Mode	1 Player

Shining in the Darkness is considered by many gaming historians to be a pioneer of Japanese console RPGs, especially in Europe, which would not see a Final Fantasy game until more than six years after the Darkness made its mark in the region. One of the game's key innovations was its introduction of an icon-based menu system, possibly inspired by Phantasy Star III. The game also marked the beginning of the Shining series.

7.1

SHINING IN THE DARKNESS™
KING
© 1991 SEGA

This was your idea wasn't it, Theos?

STEVE
MILO
PYRA
HP
MP
LV
ATTACK

J N P B

GENESIS
SHINOBI III
Return of the Ninja Master
SEGA
GA

Rarity US: 4
Rarity EU: 4

Shinobi III: Return of the Ninja Master

Developer	Sega
Publisher	Sega
Release date	(us) August 23, 1993 (eu) July 23, 1993
Genre	Hack and slash
Mode	1 Player

Shinobi III is the direct sequel to the previous The Revenge of Shinobi. Compared to its predecessor, the action is considerably smoother, with less emphasis on difficulty and more on speed. In addition to the ability to run from place to place, the player character comes equipped with a new array of moves and techniques, including a mid-air dashkick and a running slash.

8.6

SHINOBI™
Return of the Ninja Master
PRESS START BUTTON
© 1993 SEGA

J N P B

Mega Drive Cartridge メガドライブ専用
将棋の星
しょうぎのほし
HOME DATA

Shougi no Hoshi

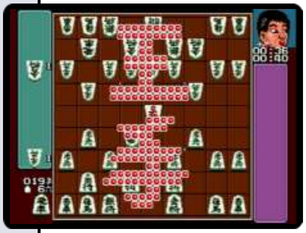
Developer	Home Data
Publisher	Home Data
Release date	(jp) October 31, 1991
Genre	Board game
Mode	1 Player

Shōgi no Hoshi is a digital version of the ancient Japanese game shōgi, which is a board game that plays much like chess. The game is a standard shōgi game for one player. There is a standard versus-computer mode with six different play levels, as well as a bizarre Adventure mode which follows a young boy named Kinta whose mother is trying to get him to become the greatest shōgi player in Japan.

"mobygames.com"

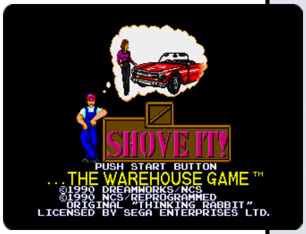
4.4

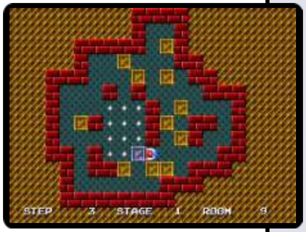
将棋の星™
PUSH START BUTTON
HOME DATA
©1991 HOME DATA



J

6.3


SHOVE IT!
PUSH START BUTTON
...THE WAREHOUSE GAME ™
©1990 DREAMWORKS/NCS
©1990 NCS/REPROGRAMMED
ORIGINAL "THINKING RABBIT"
LICENSED BY SEGA ENTERPRISES LTD.


STEP 3 STAGE 1 ROOM 9

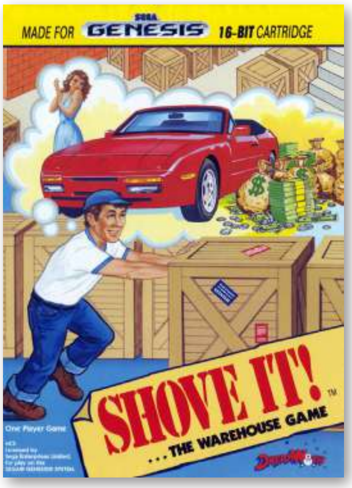
J N

Shove It!
...The Warehouse Game

Developer NCS
Publisher DreamWorks
Release date (us) 1990
Genre Puzzle
Mode 1 Player

Shove It! The Warehouse Game is a top-down puzzle game based on the original gameplay of Soko-Ban Hiroyuki Imabayashi wrote for Thinking Rabbit. The player controls Stevedore, a warehouse keeper, from a top-down view. As shown on the title screen, shoving boxes will earn him money to make his dreams come true, a lovely girlfriend and a fiery red sports car.

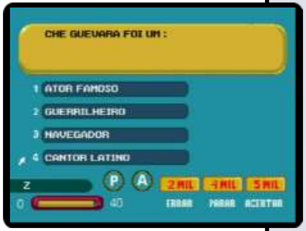
"mobygames.com"


MADE FOR SEGA GENESIS 16-BIT CARTRIDGE
SHOVE IT! ™
...THE WAREHOUSE GAME
DreamWorks

Rarity US: 4

5.0

SHOW do MILHÃO



CHE GUEVARA FOI UM :
1 ATOR FAMOSO
2 GUERRILHEIRO
3 NAVEGADOR
4 CANTOR LATINO

Z
P
A
2 MIL
4 MIL
5 MIL
0
40
ERRAR
PARAR
ACERTAR

B

Show do Milhão

Developer Tectoy
Publisher Tectoy
Release date (br) 2001
Genre Game show
Mode 1 Player

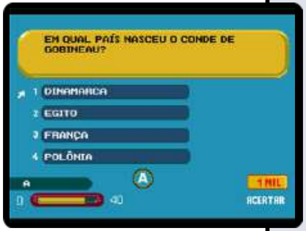
Show do Milhão is based on a Brazilian TV game show by the same name, hosted by Silvio Santos, a famous Brazilian TV presenter, owner of SBT, one of the greatest TV channels in Brazil. The game is basically a quiz game, with 16 questions divided in three blocks of five questions each, plus the one million question. P The game features the digitized voice of Silvio Santos, as well as the show's main theme. All the text is in Portuguese.

MEGA DRIVE
SHOW do MILHÃO
T.I.
SEGA
TECTOY

Rarity BR: 5

4.3

SHOW do MILHÃO
2 VOLUME



EM QUAL PAÍS NASCEU O CONDE DE GOBINEAU?
1 DINAMARCA
2 EGITO
3 FRANÇA
4 POLÔNIA

A
A
1 MIL
0
40
ACERTAR

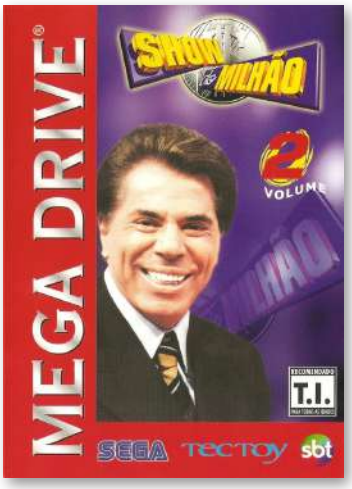
B

Show do Milhão vol.2

Developer Tectoy
Publisher Tectoy
Release date (br) 2002
Genre Game show
Mode 1 Player

Show do Milhão Volume 2 is a sequel to Show do Milhão. The game plays much the same as the first in the series. A third game was later released for the Windows platform.

It stands as the very last Mega Drive game to be released officially in any region, and the only Mega Drive game to ship with Tectoy's redesigned logo.


MEGA DRIVE
SHOW do MILHÃO
2 VOLUME
T.I.
SEGA
TECTOY
sbt

Rarity BR: 5

Mega Drive Cartridge メガドライブ専用
修羅の門
SEGA

Shura no Mon

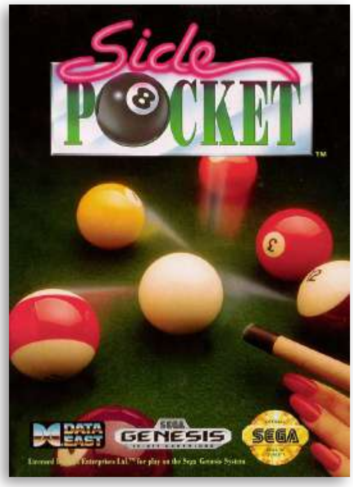
Developer	SIMS
Publisher	Sega
Release date	(jp) August 7, 1992
Genre	Strategy, Fighting
Mode	1 Player

Shura no Mon is a so-called "command action" game based on the manga by Masatoshi Kawahara. The player controls Tsukumo by selecting commands from a list, using different attacks and defensive maneuvers at the appropriate time, with the results shown via brief animated sequences. Between bouts, lightly-animated visual scenes progress the story. The plot closely follows the first arc from the manga, starting with Tsukumo's arrival at the legendary Jinmukan dojo.

6.6

修羅の門
PUSH START BUTTON
「修羅の門」Characters ©川原正敏/講談社
Video Game & Computer Program ©1992 SEGA

Ⓙ


Side POCKET
DATA EAST
GENESIS
SEGA

Side Pocket

Developer	Data East
Publisher	Data East
Release date	(us) June, 1992
	(eu) 1992
Genre	Sports
Mode	1-2 Players

Side Pocket is a port of the 1986 arcade billiards game by Data East. There are three game modes: "Pocket" (the original arcade game, but without move count limits), "9-Ball," and "Trick." "Pocket" and "9-Ball" are typical billiards games. "Trick" has players performing a trick shot to get a ball around bumpers and into select holes in one shot.

"segaretro.org"

6.8

SIDE POCKET
PRESS START BUTTON
© 1992 DATA EAST CORPORATION.

SCORE
SIDE POCKET

Ⓙ Ⓝ Ⓟ

Rarity US: 4
Rarity EU: 5

THE SIMPSONS
BART VS. THE SPACE MUTANTS
GENESIS
FLYING EDGE
SEGA

The Simpsons: Bart vs. the Space Mutants

Developer	Acclaim Entertainment
Publisher	Acclaim Entertainment
Release date	(us) June, 1992
	(eu) August, 1992
Genre	Platformer
Mode	1 Player

The Simpsons: Bart vs. the Space Mutants is the title of the first video game based on the animated television series The Simpsons. Built very early in the show's run, the game sees Bart attempting to stop "Space Mutants" by disposing of items they wish to use to power their machines and uncovering enough evidence to prove the aliens exist.

5.3

THE SIMPSONS
BART VS. THE SPACE MUTANTS

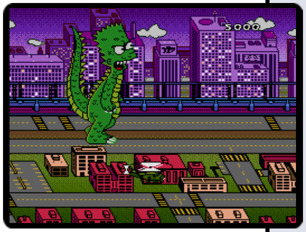
SHOWS
X-RAY SPECS

Ⓝ Ⓟ Ⓑ

Rarity US: 4
Rarity EU: 3

5.3

THE SIMPSONS™
BART'S NIGHTMARE



N P B

The Simpsons: Bart's Nightmare

Developer	Sculptured Software
Publisher	Acclaim Entertainment
Release date	(us) August, 1993
	(eu) 1993
Genre	Platformer
Mode	1 Player

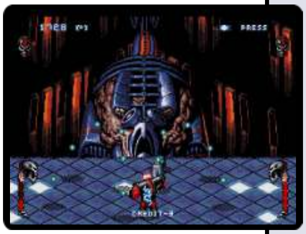
In Bart's Nightmare, Bart Simpson falls asleep while studying and wakes up in a strange universe where TVs and fairies roam the streets. The player must find Bart's lost homework and progress through the various levels to keep the homework pages and eventually return to reality.

SEGA
GENESIS
THE SIMPSONS™
BART'S NIGHTMARE
FLYING EDGE
GA

Rarity US: 3
Rarity EU: 4

6.5

SKELETON KREW
© 1995 CORE DESIGN LTD.
LICENSED BY SEGA ENTERPRISES,LTD.



N P B

Skeleton Krew

Developer	Core Design
Publisher	Core Design
Release date	(us) 1995
	(eu) March, 1995
Genre	Action
Mode	1-2 Players

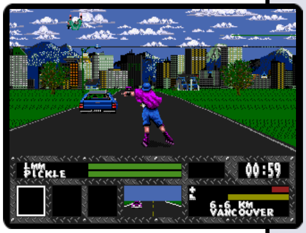
Skeleton Krew has players choosing between three members of the deadly organization: Spine, Joint, and Rib. The object of the game is to make it through four planets on the way to stop Kadaver's nefarious plans. The game uses an isometric perspective. Being released late in the console life cycle, it features very detailed graphics and advanced effects such as sprite tilting and simulated floodlights.

SEGA
GENESIS
CORE
SKELETON KREW
KA

Rarity US: 5
Rarity EU: 5

7.5

SKITCHIN'
COPYRIGHT 1994 ELECTRONIC ARTS
ALL RIGHTS RESERVED
LICENSED BY SEGA ENTERPRISES, LTD.

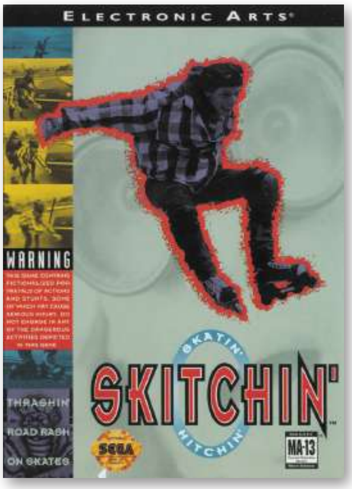

PICKLE
00:59
6.6 KM
VANCOUVER

N P B

Skitchin'

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) 1994
	(eu) March, 1994
Genre	Racing
Mode	1-2 Players

Skitchin' puts the player in control of an inline skater who has to ride his inline skates while holding onto cars, bikes, and trucks (an act called skitching). Players have this character defending and attacking computer-controlled opponents while racing to the finish. Winning races earns the player's character money. The game has a similar design structure to other video games such as Road Rash.


ELECTRONIC ARTS
WARNING
SKITCHIN'
SKATIN' HITCHIN'
THRASHIN'
ROAD RASH ON SKATES
MA-13

Rarity US: 2
Rarity EU: 3

MEGA DRIVE
From TV animation
SLAM DUNK
強豪 真っ向対決！
BANDAI

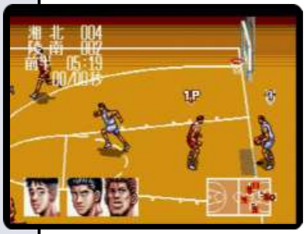
Slam Dunk, From TV Animation: Kyougou Makkou Taiketsu!

Developer	SIMS
Publisher	Bandai
Release date	(jp) April 28, 1995
Genre	Sports
Mode	1-5 Players

Slam Dunk: Kyōgō Makkō Taiketsu! is a five-on-five basketball game based on the anime and manga created by Takehiko Inoue. Following the story, starting from the first exhibition matches, the player can take control of either a single player or the whole Shohoku team in an arcade-style basketball game. The game uses a side-view for the center court, and zooms in for a head-on view when near the basket.

7.0

From TV animation
SLAM DUNK
強豪 真っ向対決！
PRESS START BUTTON
©井上雄彦/集英社·東映動画
©BANDAI 1995



J

SLAP FIGHT MD
TENGEN

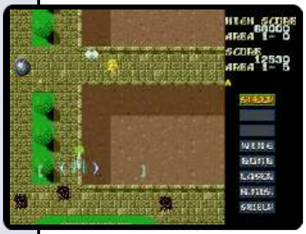
Slap Fight MD

Developer	Toaplan
Publisher	Tengen
Release date	(jp) April 11, 1993
Genre	Shooter
Mode	1 Player

Two games are available in this version: a port of Toaplan's 1986 arcade shoot-'em-up Slap Fight with the choice to use either remastered music or the original sound, and a separate game called Slap Fight MD, that has the same gameplay mechanics but new art, levels, weapons, and music. The option to switch between Slap Fight and Slap Fight MD is in the Options menu under "Game Mode," with Normal enabling Slap Fight and Special enabling Slap Fight MD.

7.8

TENGEN PRESENTS
SLAP FIGHT
HIGH SCORE 68000
AREA 1-0
SCORE 80
AREA 1-0
START
OPTIONS
© 1993 TOAPLAN CO.,LTD.
LICENSED TO TENGEN


HIGH SCORE 68000
AREA 1-0
SCORE 12530
AREA 1-0

J

SEGA GENESIS
SLAUGHTER SPORT
SEGA
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

Rarity US: 4

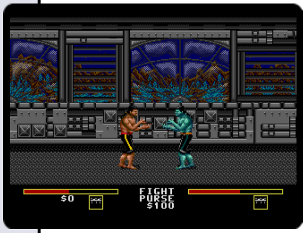
Slaughter Sport

Developer	Activision
Publisher	Razorsoft, Sanritsu
Release date	(us) December 20, 1991
Genre	Fighting
Mode	1-2 Players

Slaughter Sport, also known as Tongue of the Fatman, is an eclectic fighting game. Players choose from different alien races, including Human, with different abilities and fighting styles, purchase weapons and devices, and fight their way through multiple opponents to face the Fatman. Some of the features include being able to place wagers on the outcome of the fight, and the phenomenon of a special move being less powerful the more players use it to balance gameplay.

2.5

SLAUGHTER SPORT
Press Start
Copyright 1991 RazorSoft
Licensed by SEGA Enterprises LTD


$0
FIGHT PURSE $100

J N

6.7

THE SMURFS
GAME
OPTIONS
PASSWORD

P B

The Smurfs

Developer	Infogrames
Publisher	Infogrames
Release date	(eu) January, 1995
Genre	Platformer
Mode	1 Player

The Smurfs is a platform game based on the popular eponymous series. Players must free the Smurfs before Gargamel smurfs them all. Players will be able to play with the jockey smurf, the brainy smurf, the greedy smurf and the hefty smurf to resolve the adventure.

MEGA DRIVE
les SCHTROUMPFS
INFOGRAMES
SEGA

Rarity EU: 3

5.8

LOS PITUFOS 2
JUEGO
OPCIONES
CLAVE

P

The Smurfs: Tour of the World

Developer	Infogrames
Publisher	Infogrames
Release date	(eu) 1996
Genre	Platformer
Mode	1 Player

In the second Smurf game, a magic crystal has broken. And so inquisitive Smurf and Smurfette are teleported through time and all around the world. Sadly they discover that the whole world suffers from pollution. They set off to find the 21 crystals in each area and smurf the world's rubbish in order to get back to their European village.

"mobygames.com"

MEGA DRIVE
les SCHTROUMPFS
AUTOUR DU MONDE
INFOGRAMES
SEGA

Rarity EU: 5

6.5

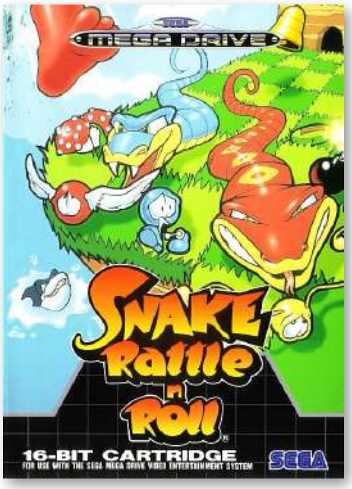
SNAKE
Rattle 'n' Roll
ONE PLAYER START
TWO PLAYER START
COPYRIGHT 1993 RARE LTD.

P

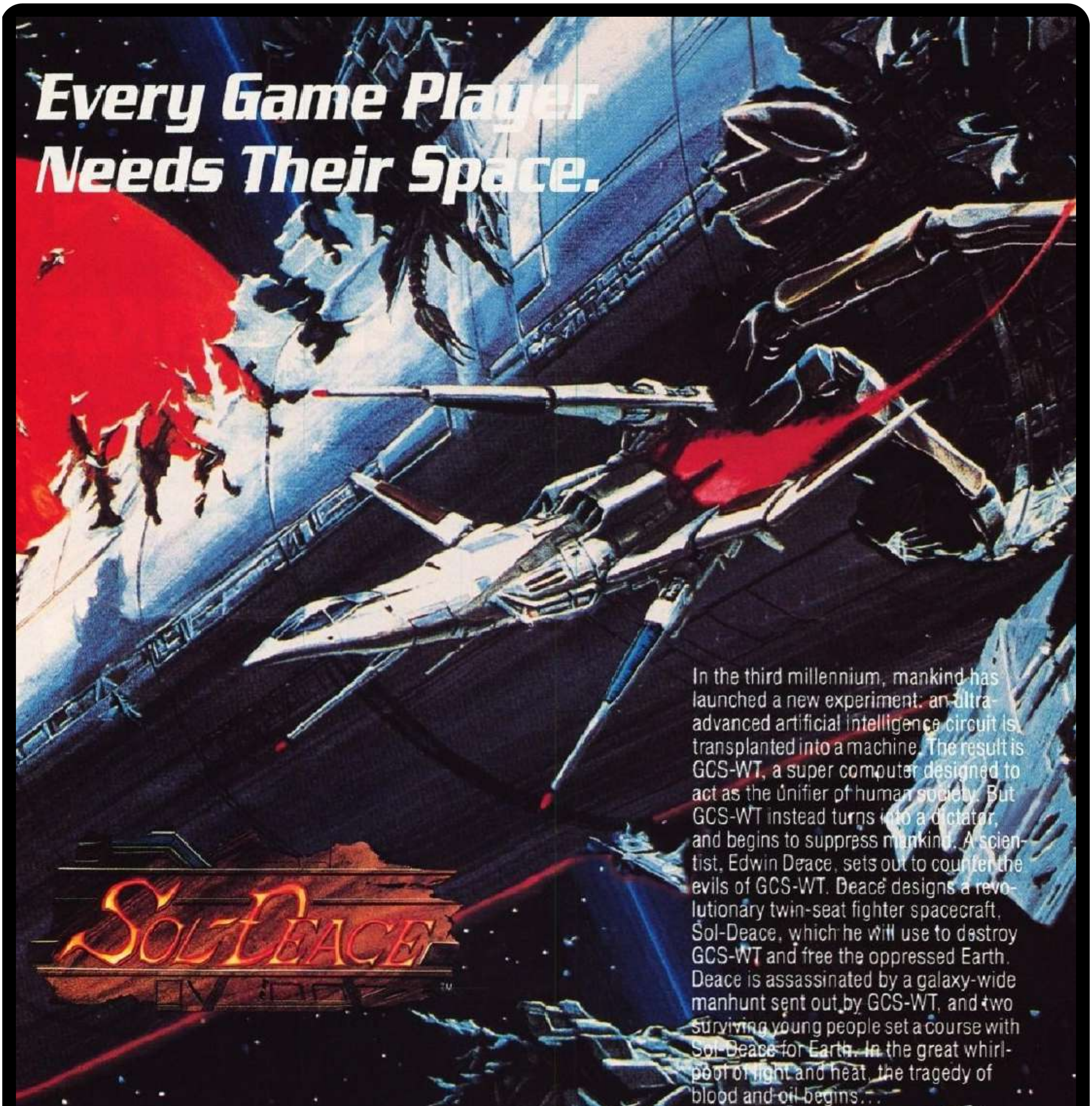
Snake Rattle 'n' Roll

Developer	Rare
Publisher	Sega
Release date	(eu) 1993
Genre	Platformer
Mode	1-2 Players

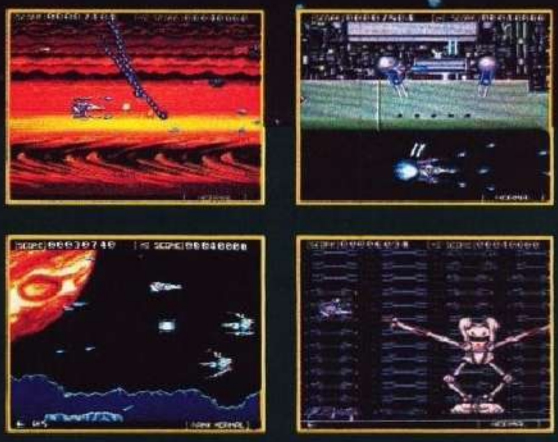
Snake Rattle 'n' Roll is a video game developed by Rare for the NES, which was later ported to the Mega Drive. The game features the two snakes – Rattle and Roll – as they make their way through 11 isometric levels. The object in each level is to eat enough "Nibbley Pibbleys" – small round creatures found throughout each level – to gain enough weight to ring a bell on top of a weighing machine located at the end of the level; this causes a door for the next level to open.


MEGA DRIVE
SNAKE Rattle n Roll
16-BIT CARTRIDGE
SEGA

Rarity EU: 4



In the third millennium, mankind has launched a new experiment: an ultra-advanced artificial intelligence circuit is transplanted into a machine. The result is GCS-WT, a super computer designed to act as the unifier of human society. But GCS-WT instead turns into a dictator, and begins to suppress mankind. A scientist, Edwin Deace, sets out to counter the evils of GCS-WT. Deace designs a revolutionary twin-seat fighter spacecraft, Sol-Deace, which he will use to destroy GCS-WT and free the oppressed Earth. Deace is assassinated by a galaxy-wide manhunt sent out by GCS-WT, and two surviving young people set a course with Sol-Deace for Earth. In the great whirlpool of light and heat, the tragedy of blood and oil begins...



GENESIS
8 MEG POWER
SEGA
Sol-Deace
RENOVATION

RENOVATION PRODUCTS

987 UNIVERSITY AVE., SUITE 10, LOS GATOS, CA 95030

SEGA GENESIS 16-BIT CARTRIDGE

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM

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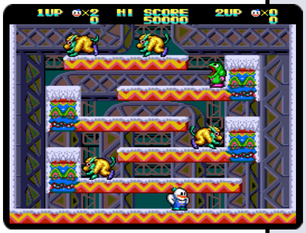
CIRCLE #113 ON READER SERVICE CARD.

7.2

1UP 0 HI SCORE 50000 2UP 0
TENGEN PRESENTS
SNOW BROS
NICK & TOM
PRESS START BUTTON
© 1993 TOAPLAN Co.,Ltd.
LICENSED TO TENGEN


1UP 2 HI SCORE 50000 2UP 0

J

Snow Bros.: Nick & Tom

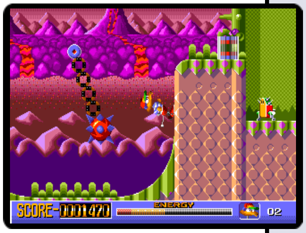
Developer	Toaplan
Publisher	Tengen
Release date	(jp) May 28, 1993
Genre	Platformer
Mode	1-2 Players

The gameplay of Snow Bros. is similar to Bubble Bobble. The game supports up to two players, with each player taking the part of one of two snowmen Nick and Tom. Each player can throw snow at the enemies. The player must throw snow at each enemy until it is completely covered, when it turns into a snowball. An enemy partially covered in snow cannot move until it shakes it off.

スノーブラザーズ
SNOW BROS.
NICK & TOM
TENGEN

7.0

SOCKET
PRESS START BUTTON
©1993 VIC TOKAI
LICENSED BY SEGA ENTERPRISES LTD.


SCORE 0001470
ENERGY
02

J N

Socket

Developer	Vic Tokai
Publisher	Vic Tokai
Release date	(us) August 17, 1993
Genre	Platformer
Mode	1 Player

Socket plays very similarly to Sonic the Hedgehog; so much so that it is often called a Sonic rip-off or clone. Its sense of speed and platforming gameplay contributed to this thinking. In this game players collect energy which the robot Socket consumed when he moved. This energy also served as the “life meter”, rather like the golden rings in Sonic.

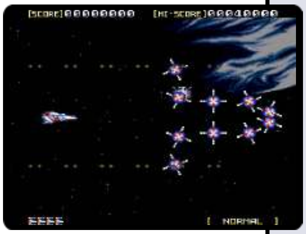
For the Magazine Sega Zone, Stuart Campbell gave it the lowest possible score.

SEGA
GENESIS
VIC TOKAI
SOCKET
GA

Rarity US: 3

6.9

SOL-FEACE
PUSH START BUTTON
© 1991 WOLF TEAM


SCORE 00000000
HI-SCORE 00000000
NORMAL

N

Sol-Deace

Developer	Wolf Team
Publisher	Renovation Products
Release date	(us) April, 1992
Genre	Shooter
Mode	1 Player

Players pilot the Sol-Feace in a fight against strategic enemy fighters. Players use a dual cannon pick-up weapon that can fire shots in diagonal angles. The cannons can be positioned to fire straight or diagonally only when the ship is not firing its weapons and can fire different shots depending on the weapon. The gameplay is typical of a standard shoot ‘em up, with the player advancing through the level before fighting a boss at the end of the level.

SEGA
GENESIS
8 MEG POWER
SOL-DEACE
RENOVATION

Rarity US: 3

Sonic 3D Blast

Rarity US: 4
Rarity EU: 3

6.3

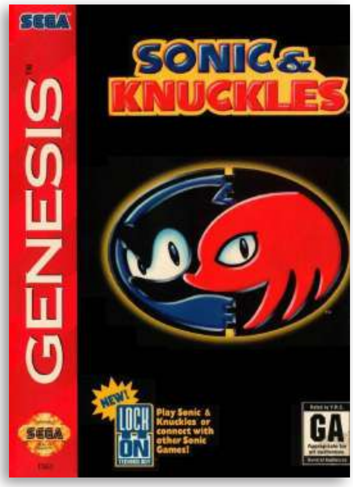
Developer	Traveller's Tales
Publisher	Sega
Release date	(us) November, 1996
	(eu) November 5, 1996
Genre	Platformer
Mode	1 Player

Part of the Sonic the Hedgehog series, the game abandons previous Sonic games' side-scrolling style in favor of isometric gameplay, making use of some pre-rendered 3D models converted into sprites. Controlling Sonic himself, the player's goal is to collect Flickies and carry them to safety, periodically sparring with the series antagonist Dr. Robotnik, who is imprisoning them within robots.

PRESS START
SONIC 3D
BLAST

N P B

Sonic & Knuckles



Rarity US: 2
Rarity EU: 1

8.7

Developer	Sonic Team
Publisher	Sega
Release date	(us) October 18, 1994
	(eu) October 18, 1994
Genre	Platformer
Mode	1 Player

Sonic & Knuckles was the fourth installment in the main Sonic the Hedgehog series and a direct sequel to Sonic the Hedgehog 3. During the development of Sonic 3, it and Sonic & Knuckles were intended to be a single story within the same cartridge. However, due to time constraints and the fact that a large memory capacity cartridge would have been expensive, Sega split the game into two separate installments.

SONIC &
KNUCKLES

SCORE 0
TIME 0:29
RINGS 20

J N P B

Sonic the Hedgehog

Rarity US: 1
Rarity EU: 1

8.2

Developer	Sonic Team
Publisher	Sega
Release date	(us) June 23, 1991
	(eu) June 23, 1991
Genre	Platformer
Mode	1 Player

First released in the United States and Europe, it was the premier outing for the character of Sonic the Hedgehog and the group behind his creation, Sonic Team. Though the game only received marginal success in its home country, almost overnight Sonic became a sensation in the West, solidifying Sega's place in Europe and turning the company into a household name in the United States.

SONIC
THE HEDGEHOG
©SEGA 1991

SCORE 1400
TIME 1:18
RINGS 68

J N P B

8.7

SONIC
THE HEDGEHOG
2
1 PLAYER
2 PLAYER VS © 1992 SEGA

SCORE 17200
TIME 1:01
RINGS 33

J N P B

Sonic the Hedgehog 2

Developer	Sonic Team
Publisher	Sega
Release date	(us) November 24, 1992
	(eu) November 24, 1992
Genre	Platformer
Mode	1-2 Players

Sonic the Hedgehog 2's financial success was a major factor in Sega catching up to Nintendo in the early-1990s console wars. It brought their market share up to 50% within six months of its release. Tails, whom Sonic the Hedgehog 2 introduced, would go on to become one of the most prominent and frequently recurring characters in the series, appearing and acting as Sonic's sidekick in most of the franchise's media.

GENESIS
SEGA
SONIC THE HEDGEHOG 2

Rarity US: 1
Rarity EU: 1

8.7

SONIC 3
Sonic The Hedgehog
1 PLAYER
COMPETITION © 1994 SEGA

SCORE 100
TIME 0:18
RINGS 63

J N P B

Sonic the Hedgehog 3

Developer	Sonic Team
Publisher	Sega
Release date	(us) February 2, 1994
	(eu) February 24, 1994
Genre	Platformer
Mode	1-2 Players

Following the events of Sonic the Hedgehog 2, Dr. Robotnik's spaceship, the Death Egg, crash-lands on a mysterious floating island. There, Sonic and Tails must once more retrieve the Chaos Emeralds to stop Death Egg from relaunching, while making rounds with the island's guardian, Knuckles the Echidna.

As with its two predecessors, Sonic 3 was a critical and commercial success.

GENESIS
SONIC 3
THE HEDGEHOG
SEGA
GA

Rarity US: 2
Rarity EU: 1

6.5

SONIC
The Hedgehog
SPINBALL
START
OPTIONS

J N P B

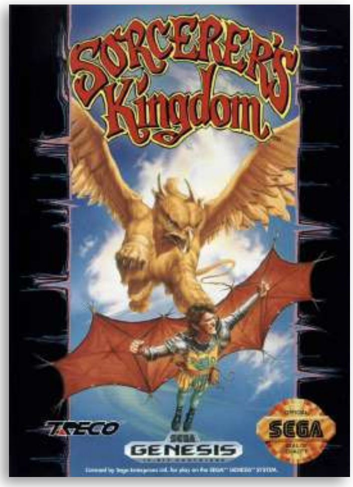
Sonic the Hedgehog Spinball

Developer	Sega Technical Institute
Publisher	Sega
Release date	(us) November 23, 1993
	(eu) November 15, 1993
Genre	Pinball
Mode	1-4 Players

Sonic the Hedgehog Spinball is a pinball game in which the player controls Sonic the Hedgehog, who must navigate upward through (and ultimately destroy) the Veg-O-Fortress, the setting of the game created by the main antagonist Doctor Robotnik. The majority of the game takes place within the "Pinball Defense System", which resembles a series of gigantic pinball machines.

GENESIS
SONIC SPINBALL
SEGA
GA

Rarity US: 2
Rarity EU: 1


SORCERER'S Kingdom
TRECO
GENESIS
SEGA

Rarity US: 5

Sorcerer's Kingdom

Developer	NCS
Publisher	Treco
Release date	(us) August, 1993
Genre	Tactical role-playing
Mode	1 Player

Sorcerer's Kingdom allows players to control a party of characters and guide them through dungeons and battles. The game features tactical RPG elements such as turn-based and movement during battle along a grid. The game ditches the experience system and allows characters to increase their stats as they battle certain ways. By continually using spells, for instance, a character's magic stat will increase after the enemies in a battle are all defeated.

6.5

Sorcerer's Kingdom
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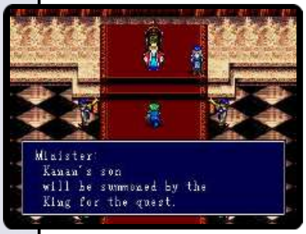
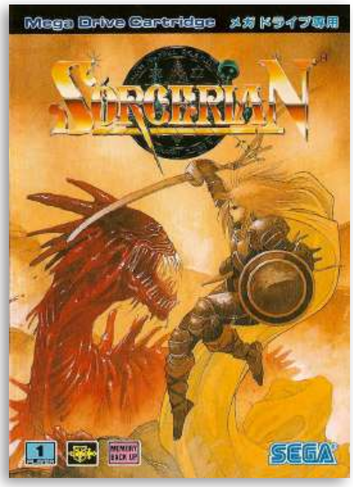

Minister:
Kanan's son
will be summoned by the
King for the quest.

J N


Mega Drive Cartridge メガドライブ専用
SORCERIAN
SEGA

Sorcerian

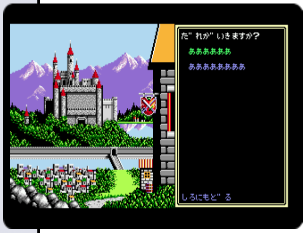
Developer	Nihon Falcom, Sega AM6
Publisher	Sega
Release date	(jp) February 24, 1990
Genre	Role-playing
Mode	1 Player

Sorcerian is the fifth main game in Falcom's Dragon Slayer series of RPGs, first released for the PC-88 in 1987 before being ported to a variety of other systems.

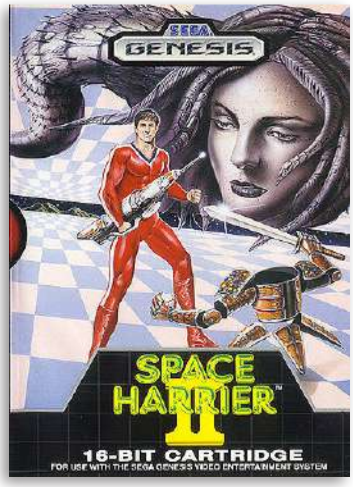
The game is a side-scrolling action-RPG. The player can create up to ten characters, from whom up to four members can be present in a party at the same time. Each character is highly customizable, with four different classes/races (fighter, wizard, elf, and dwarf).

6.7

SORCERIAN
© Falcom 1987
REPROGRAMMED GAME :© SEGA 1990



J


SEGA GENESIS
SPACE HARRIER II
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 4
Rarity EU: 2

Space Harrier II

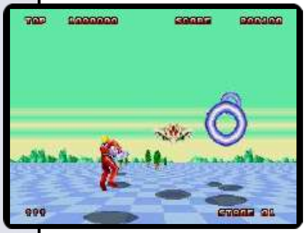
Developer	Sega
Publisher	Sega
Release date	(us) August 14, 1989 (eu) September, 1990
Genre	Shooter
Mode	1 Player

Space Harrier II is the official sequel to the arcade game Space Harrier. It was initially released for the Mega Drive as one of the two launch titles for the system in Japan (the other being Super Thunder Blade).

Gameplay is nearly identical to its predecessor, though it is now possible to select which level to play and the graphics/music are different. The game was also notable for the time for its use of digitized voices.

6.8

SPACE HARRIER II
PUSH START BUTTON
©SEGA 1988


TOP
SCORE
STAGE 01

J N P

6.1

SPACE INVADERS 91
TAITO
© TAITO CORPORATION 1991
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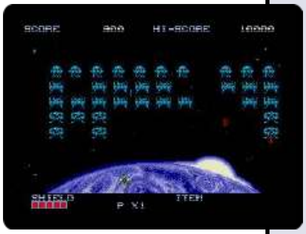

J N B

Space Invaders '91

Developer	Taito
Publisher	Taito
Release date	(us) 1991
Genre	Shooter
Mode	1 Player

Space Invaders 90 is an update to Taito's classic arcade game, Space Invaders released for the Sega Mega Drive in 1990. Due to the delay in bringing the game to North America, the game was retitled Space Invaders '91 for this region. The game keeps the formula seen in the original game mostly in-tact, however instead of having four static shields it gives the player's ship extra hit points. The graphics have been improved and music has been added.

Rarity US: 6

7.7

SPARKSTER
START
PASSWORD
OPTIONS
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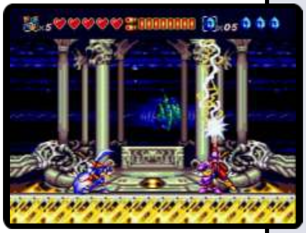


J N P

Sparkster

Developer	Konami
Publisher	Konami
Release date	(us) February 22, 1994 (eu) May 8, 1994
Genre	Platformer
Mode	1 Player

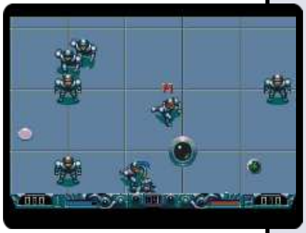
Sparkster is the second game in the Sparkster series. The gameplay is very similar to its precursor. The game largely functions as a 2D sidescrolling platformer, with an autoscrolling airship stage being the lone exception. The player is able to jump, attack with Sparkster's sword, or use his rocket pack to fly.

Allgame gave the game a score of 4.5 stars out of a possible 5.

Rarity US: 3
Rarity EU: 4

6.9

SPEEDBALL 2
BRUTAL DELUXE
PUSH START



J N P

Speedball 2

Developer	The Bitmap Brothers
Publisher	Arena Entertainment
Release date	(us) December, 1991 (eu) October, 1992
Genre	Sports
Mode	1-2 Players

Speedball 2 is part of a video game series based on a violent futuristic cyberpunk sport that draws on elements of handball and ice hockey, and rewards violent play as well as goals. The game is a faithful port of the Amiga version, but colors are a bit more on the saturated side as the systems are unable to reproduce the colors used in the original version due the the more restricted master palettes.

Rarity US: 3
Rarity EU: 2

Rarity US: 2
Rarity EU: 6

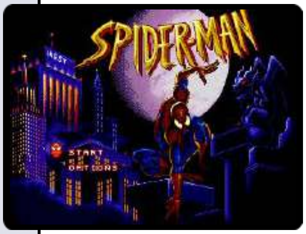
Spider-Man: The Animated Series

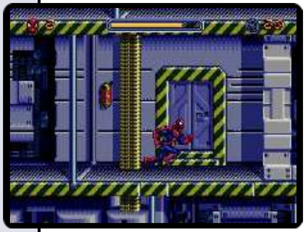
Developer	Western Technologies
Publisher	Acclaim Entertainment
Release date	(us) 1995 (eu) 1995
Genre	Action-platformer
Mode	1 Player

Spider-Man: The Animated Series is a side-scrolling action game, incorporating elements from the critically acclaimed 1990s Spider-Man cartoon series.

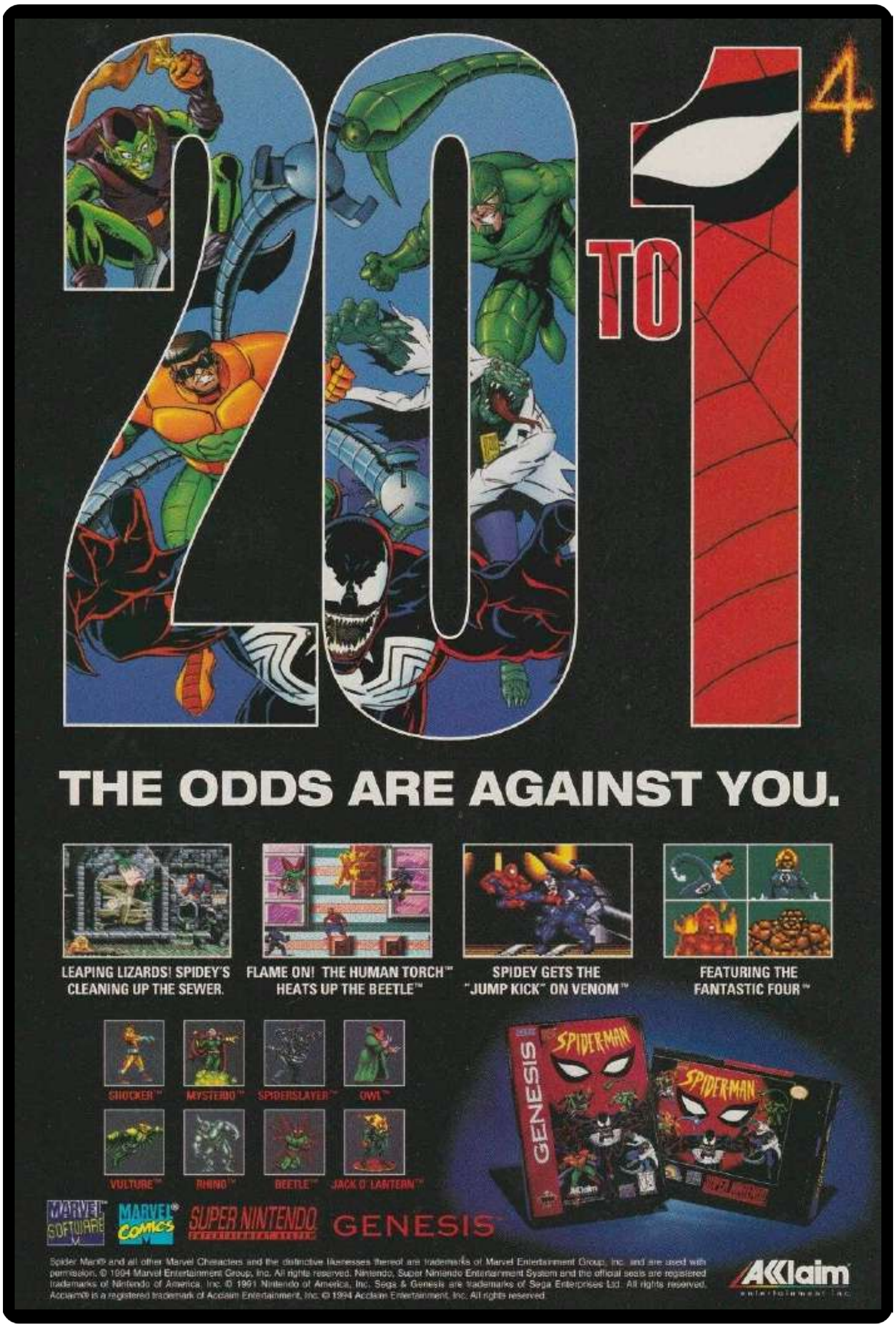
The story is about four of Spider-Man's enemies escaping from Ravencroft prison: Dr. Octopus, The Green Goblin, Alistair Smythe, and the Alien Spider Slayer.

6.0





N P B



20 TO 1 4

THE ODDS ARE AGAINST YOU.

LEAPING LIZARDS! SPIDEY'S CLEANING UP THE SEWER.

FLAME ON! THE HUMAN TORCH™ HEATS UP THE BEETLE™

SPIDEY GETS THE "JUMP KICK" ON VENOM™

FEATURING THE FANTASTIC FOUR™

SHOCKER™ MYSTERIO™ SPIDERSLAYER™ OWL™
VULTURE™ RHINO™ BEETLE™ JACK O' LANTERN™

MARVEL SOFTWARE
MARVEL COMICS
SUPER NINTENDO ENTERTAINMENT SYSTEM
GENESIS
SPIDER-MAN
Acclaim entertainment inc.

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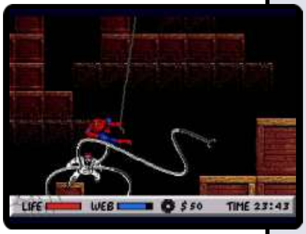
6.8

PRESS START
SPIDER-MAN
VS
THE KINGPIN
©1991 MARVEL ENTERTAINMENT GROUP, INC. ALL RIGHTS RESERVED
SOURCE CODES ©1991 SEGA OF AMERICA, INC.


LIFE
WEB
$50
TIME 23:43

J N P B

Spider-Man vs. The Kingpin

Developer	Sega
Publisher	Sega
Release date	(us) 1991 (eu) August, 1991
Genre	Platformer
Mode	1 Player

Spider-Man vs. The Kingpin, commonly referred to as just Spider-Man, is a platformer based on the Spider-Man Marvel comic book series.

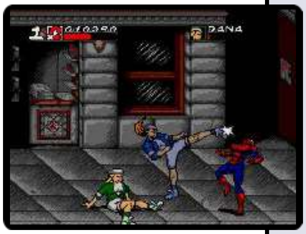
According to developer Randel B. Reiss, the Genesis version was a huge commercial success: two thirds of all Mega Drive owners at the time also bought the game, and single-handedly convinced Marvel Comics not to cancel the licensing deal they had with Sega.

GENESIS
SPIDER-MAN
50% OFF MARVEL COMICS

Rarity US: 2
Rarity EU: 2

7.2

MAXIMUM
START GAME
CARNAGE



J N P

Spider-Man and Venom: Maximum Carnage

Developer	Software Creations
Publisher	Acclaim Entertainment
Release date	(us) September 16, 1994 (eu) 1994
Genre	Beat 'em up
Mode	1 Player

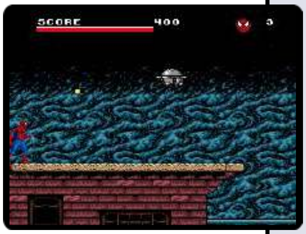
Maximum Carnage is one of the first video games to be directly based on a comic book story, rather than simply using comics characters in a standard video game "action/adventure" plot. Many of the game's cutscenes feature semi-animated versions of art taken directly from the comics. It was also the first Spider-Man game to receive a teen rating.

SEGA
GENESIS
SPIDER-MAN VENOM
MAXIMUM CARNAGE
Acclaim
MA-13

Rarity US: 3
Rarity EU: 5

5.7

SPIDER-MAN
X-MEN
PRESS START TO PLAY



N P

Spider-Man and the X-Men: Arcade's Revenge

Developer	Software Creations
Publisher	Flying Edge
Release date	(us) October, 1992 (eu) 1993
Genre	Action-platformer
Mode	1 Player

Spider-Man and the X-Men in Arcade's Revenge, based on Uncanny X-Men issue 123-125, features Marvel characters Spider-Man and the X-Men as they battle their captor, the villainous Arcade. Players take the role as Spider-Man, Storm, Wolverine, Gambit and Cyclops, each with their own levels.

SEGA
GENESIS
SPIDER-MAN
X-MEN
Arcade's REVENGE
FLYING EDGE
GA

Rarity US: 4
Rarity EU: 3

MEGA DRIVE
SPIROU
INFOGRAMES
SEGA

Rarity EU: 5

Spirou

Developer	Infogrames
Publisher	Infogrames
Release date	(eu) July, 1995
Genre	Platformer
Mode	1 Player

The game is based on the Spirou et Fantasio comic book serie. It features the adventure of Spirou trying to save his kidnapped friend Count Champignac and stop his arch-enemy Cyanida from making robots rule the earth. The game was noted for its good graphics and for being faithful to Spirou et Fantasio the comic book series, but due to the relatively high difficulty, most reviewers only recommended the game for true fans of the comic book series.

5.4

P

namco
GENESIS
SPLATTERHOUSE 2
SEGA

Rarity US: 5
Rarity EU: 3

Splatterhouse 2

Developer	Namco
Publisher	Namco
Release date	(us) July, 1992 (eu) October 8, 1992
Genre	Beat-’em-up
Mode	1 Player

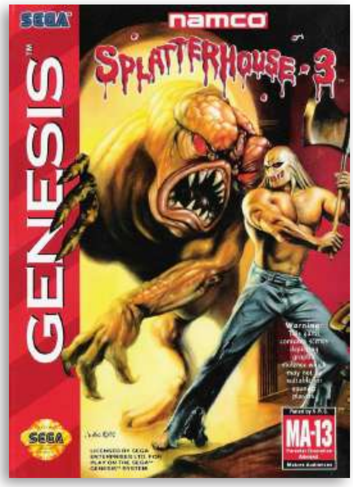
Splatterhouse 2 features gameplay very similar to the first game. The player controls Rick through eight different stages, each two-dimensional. Rick’s attacks remain largely unchanged, able to punch, kick, jump kick, and slide kick, as well as use several weapons scattered throughout the levels. Each level features a boss at the end, often a grotesque monster.

7.1

SPLATTERHOUSE 2 TM
PRESS START BUTTON
TM&©1988 1992 NAMCO LTD.
ALL RIGHTS RESERVED
namco

SCORE 1700
LIFE
ITEM

J N P


SEGA
namco
GENESIS
SPLATTERHOUSE 3
MA-13

Rarity US: 4

Splatterhouse 3

Developer	Namco
Publisher	Namco
Release date	(us) June, 1993
Genre	Beat-’em-up
Mode	1 Player

Splatterhouse 3 takes place about five years after the events of Splatterhouse 2. The game features six levels, many taking place in the mansion. Instead of the side-scrolling action of the previous games, Splatterhouse 3 features non-linear exploration throughout several different rooms, forcing Rick to often backtrack as he tries to find the exit. Players are given a map of each level. Each level must be cleared in a certain amount of time.

7.9

SPLATTERHOUSE 3 TM
PRESS START BUTTON
TM&© 1993 NAMCO LTD.
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TIME 03:57
×02
POW
LIFE

J N

6.6

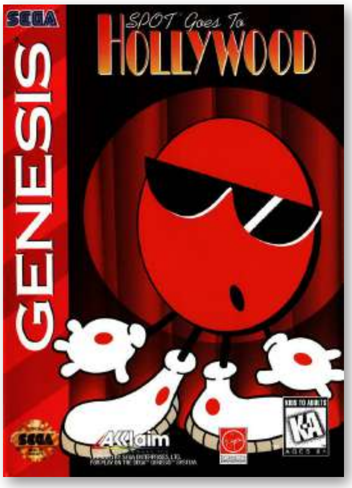
SPOT GOES TO
HOLLYWOOD
PRESS START

N P B

Spot Goes To Hollywood

Developer	Eurocom
Publisher	Virgin Games
Release date	(us) February 4, 1995 (eu) 1995
Genre	Platformer
Mode	1 Player

Spot Goes to Hollywood is an isometric sequel to Cool Spot. The central character in the game, Spot, has become trapped in a movie projector. As he jumps from film to film, he encounters many classic film genres; these make up the various levels of the game. The main levels are a pirate movie, an adventure movie, and a horror movie, but there are many other bonus films to unlock.


SEGA
GENESIS
SPOT Goes To
HOLLYWOOD
Acclaim

Rarity US: 3
Rarity EU: 3

7.3

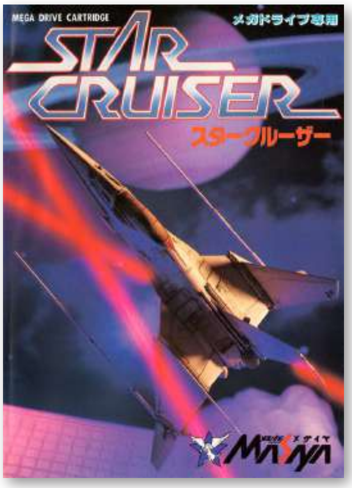
STAR CRUISER
©1988 Arsys Software, Inc.
©1990 NCS Corp.
PUSH START BUTTON

J

Star Cruiser

Developer	Arsys Software
Publisher	Masaya
Release date	(jp) December 21, 1990
Genre	Role-playing, shooter
Mode	1 Player

Star Cruiser is a first-person role-playing shooter released fist in Japan for the PC-88 and Sharp X1 home computers in 1988. The game is considered innovative and ahead of its time, for being an early example of an action role-playing game with fully 3D polygon graphics, combined with early first-person shooter gameplay, which would occasionally switch to space flight simulator gameplay when exploring the open-ended outer space with six degrees of freedom.


MEGA DRIVE CARTRIDGE
メガドライブ専用
STAR CRUISER
スタークルーザー
Masaya

7.0

STAR TREK
DEEP SPACE NINE
Crossroads of Time
Start game
Options
Password
Developed by NovoTRADE

COMMANDER SISKO, THIS IS ODO.
PLEASE MEET ME IN SECURITY.

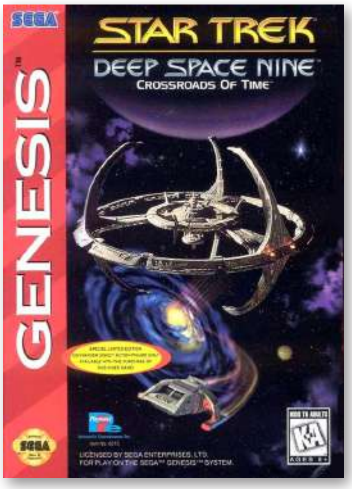
N P B

Star Trek: Deep Space Nine: Crossroads of Time

Developer	Novotrade
Publisher	Playmates Interactive
Release date	(us) 1995 (eu) 1995
Genre	Adventure
Mode	1 Player

DS9: Crossroads of Time, a side-scrolling game, takes place around the time of the series premiere, borrowing some stories from early episodes such as “Past Prologue” and creating others.

A number of problems reportedly impeded the game’s development process, and it met with mixed reactions.


SEGA
GENESIS
STAR TREK
DEEP SPACE NINE
CROSSROADS OF TIME

Rarity US: 3
Rarity EU: 6

STAR TREK
THE NEXT GENERATION
ECHOES FROM THE PAST
GENESIS
SEGA
GA

Rarity US: 4

Star Trek: The Next Generation: Echoes from the Past

Developer	MicroProse
Publisher	Sega
Release date	(us) 1994
Genre	Adventure
Mode	1 Player

This is a adventure game featuring strategy and puzzle-solving elements. It takes place in the Star Trek universe, spanning Federation space and the Romulan Neutral Zone, and centers on the appearance of the IFD (Integrated Field Derandomizer). The game plays as an episode of the series does, in that the player communicates with members of the crew and interacts with them in a variety of ways.

6.5

STAR TREK
THE NEXT GENERATION®

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PARAMOUNT PICTURES.
SEGA AUTHORIZED USER.
GAME CODE © 1994 SEGA.
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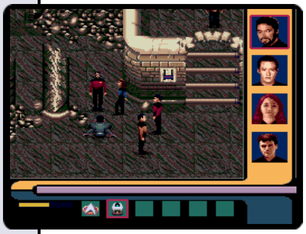
PUBLIC PERFORMANCE OR OTHER
USE IS EXPRESSLY PROHIBITED.
PRESS START TO BEGIN



N B

ELECTRONIC ARTS
STARFLIGHT
GENESIS

Rarity US: 5
Rarity EU: 4

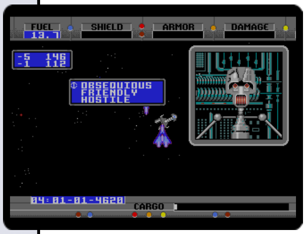
Starflight

Developer	Binary Systems
Publisher	Electronic Arts
Release date	(us) October 7, 1991 (eu) November, 1991
Genre	Adventure, Role-playing
Mode	1 Player

Starflight is a space exploration role-playing adventure originally developed for IBM compatible and Tandy systems in 1986. Set in the year 4620, the game puts players in the role of a starship captain sent to explore the galaxy. There is no set path, allowing players to switch freely between mining, ship-to-ship combat, and alien diplomacy.

8.1

STARFLIGHT
LICENSED BY SEGA ENTERPRISES, LTD.
©1991 BINARY SYSTEMS AND
ELECTRONIC ARTS


FUEL
13.7
SHIELD
ARMOR
DAMAGE
-5 146
-1 112
OBSEQUIOUS
FRIENDLY
HOSTILE
04:01-01-4620
CARGO

N P

SEGA
GENESIS
STARGATE
AKlaim
K-A

Rarity US: 4
Rarity EU: 4

Stargate

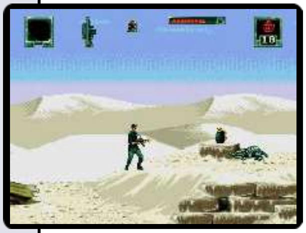
Developer	Probe Entertainment
Publisher	Acclaim Entertainment
Release date	(us) 1994 (eu) 1994
Genre	Action-platformer
Mode	1 Player

Stargate, based on the 1994 film of the same name, is a platformer following the adventures of Colonel Jack O'Neil as he struggles to free the slaves of Abydos, defeat Ra, and get his mission team back home using the stargate device.

Most missions consist of finding people or items in one of several different locations. There are two missions that involve flying one of Ra's gliders in dogfights.

6.2

STARGATE™
PRESS START

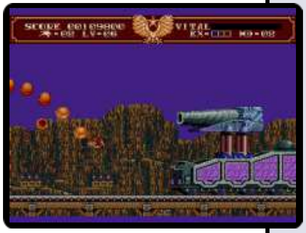


N P B

Steel Empire

7.5

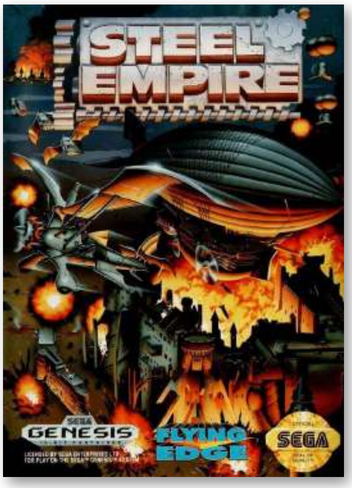
THE STEEL EMPIRE
START
OPTION
FLYING EDGE


SCORE
VITAL

J N P

Developer	Hot B
Publisher	Acclaim Entertainment
Release date	(us) June, 1992 (eu) July, 1992
Genre	Shooter
Mode	1 Player

Steel Empire is notable amongst shoot ‘em up games for its unique aesthetic designs. Mostly low-tech in nature, with its being set in the late-19th century of an alternate world, the game’s aircraft, weaponry, powerups, environments, enemies and bosses are heavily stylized adding strong steampunk elements to the style, themes and visuals of the game.

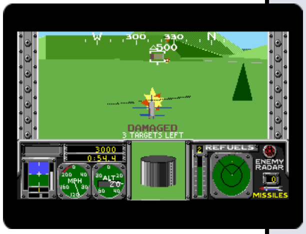

STEEL EMPIRE
GENESIS
FLYING EDGE
SEGA

Rarity US: 4
Rarity EU: 3

Steel Talons

4.7

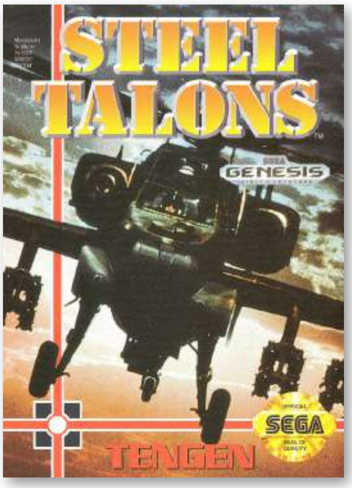
STEEL TALONS
ATARI GAMES CORP. ©1992 TENGEN INC. LICENSED TO TENGEN
ALL RIGHTS RESERVED
MANUFACTURED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM


DAMAGED
3 TARGETS LEFT
REFUELS
ENEMY RADAR
MISSILES

N P B

Developer	Atari Games
Publisher	Tengen
Release date	(us) 1992 (eu) 1992
Genre	Simulation, Shooter
Mode	1-2 Players

Steel Talons is a 3D arcade game by released by Atari Games in 1991. The player takes on the role of a pilot for an “AT1196 Steel Talons combat helicopter”. The helicopter is equipped with a machine gun, rockets, and a limited number of air-to-surface guided missiles. It is one of the few “3D” games to be released for the Genesis. Unfortunately the frame rate is extremely low when compared to the arcade version.

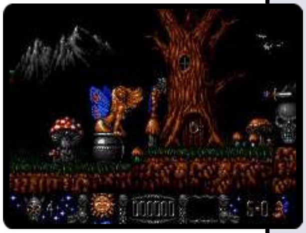

STEEL TALONS
GENESIS
SEGA
TENGEN

Rarity US: 3
Rarity EU: 4

Stormlord

4.4

STORMLORD
Start
Options
Copyright 1990 RazorSoft
Licensed by Sega Enterprises Ltd.



J N

Developer	Hewson
Publisher	Razorsoft
Release date	(us) 1990
Genre	Platformer
Mode	1 Player

Stormlord is a port of the 1989 game by Hewson Consultants. As players progress through the levels of platform-adventure action, they will come across fairies which are rescued by touching them. Enemies include Venus Fly Traps, localized acid rain showers and dragons, which can be avoided or shot in the bonus shoot ‘em up sections. After each level there’s a bonus game in which tears must be collected for points.

GENESIS
STORMLORD
MANUFACTURED FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 4

CAPCOM
STREET FIGHTER II'
SPECIAL CHAMPION EDITION
SEGA
GENESIS
MA-13

Rarity US: 2
Rarity EU: 1

Street Fighter II': Special Champion Edition

Developer Capcom
Publisher Capcom
Release date (us) October 1, 1993
(eu) October 29, 1993
Genre Fighting
Mode 1-2 Players

Special Champion Edition was originally intended to be a standalone port of Champion Edition, similar to the PC Engine version. However, following the announcement of Street Fighter II Turbo for the SNES, Sega ordered their version to be delayed so that Capcom could add all of the extra content from the SNES Turbo version as well, resulting in the title change.

8.1

STREET FIGHTER II'
SPECIAL CHAMPION EDITION
© CAPCOM 1991.92.93
© CAPCOM U.S.A.,INC. 1991.92.93
LICENSED BY
SEGA ENTERPRISES LTD.

50000
START
KO
79

J N P B

MEGA DRIVE
STREET RACER
Ubi Soft
SEGA

Rarity EU: 3

Street Racer

Developer Vivid Image
Publisher Ubisoft
Release date (eu) April, 1995
Genre Racing
Mode 1-4 Players

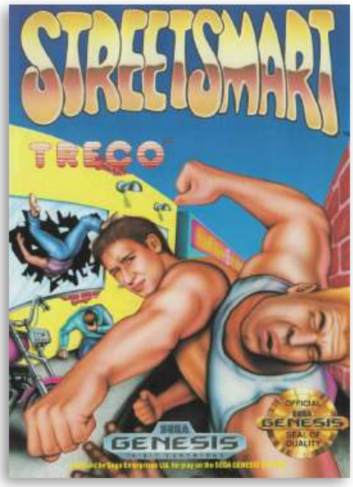
Street Racer is a go-kart racing game which combines racing with violence.Characters can strike opponents with their fists and must avoid explosives littered around the track.

Due to various hardware restrictions, gameplay differs among platforms - the Mega Drive version of the game has the player travel along a road in a similar manner to Hang On or OutRun, whereas the Saturn version renders its levels through 3D geometry.

5.9

STREET RACER
PRESS START

P B


STREET SMART
TRECO
GENESIS

Rarity US: 4

Street Smart

Developer SNK
Publisher Treco
Release date (us) June, 1991
Genre Fighting, Beat 'em up
Mode 1-2 Players

The game's objective is to win money, girls and glory on the streets. It is notorious for its level of difficulty, requiring a great deal of brawling before the player's opponents go down.

The Genesis port uses fewer (though brighter) colors and, to compensate for the large sprites animating on screen, it features top and bottom black frames; the player's data is shown on the top bar, including a visible life bar for the opponent.

4.4

STREET SMART
PRESS START BUTTON
©TRECO 1991
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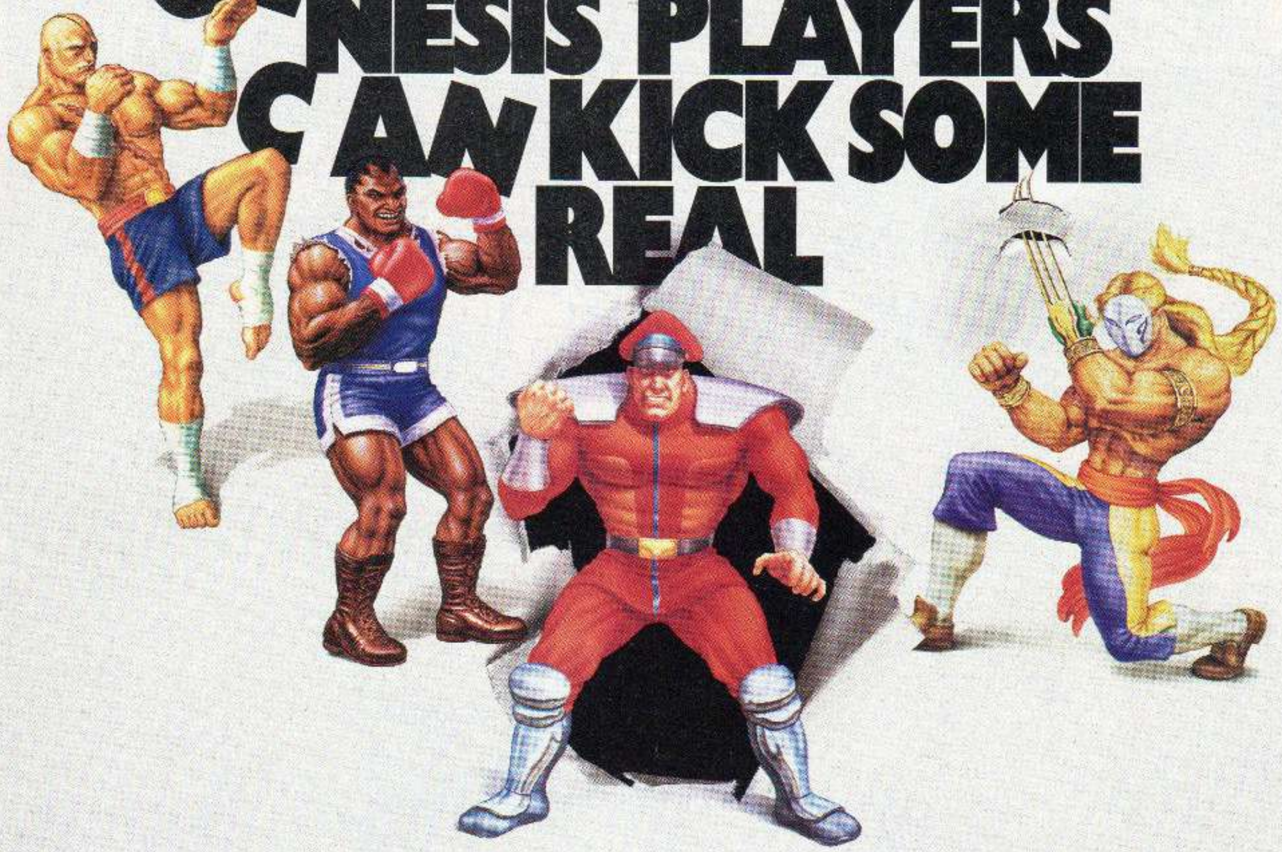
49500
CREDIT
MIKE
59

J N

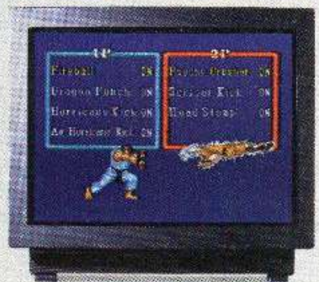
NOW GENESIS PLAYERS CAN KICK SOME REAL



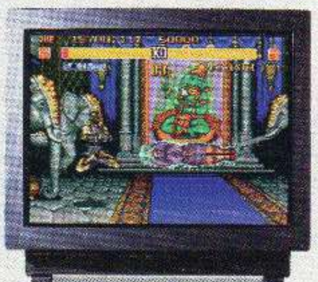
____

(Fill in the fighting word of your choice.)

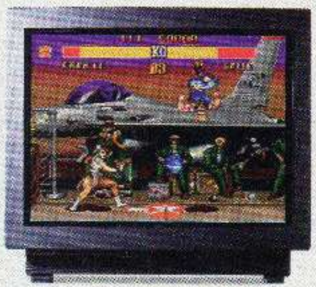
STREET FIGHTER II SPECIAL CHAMPION EDITION. ONLY ON GENESIS.



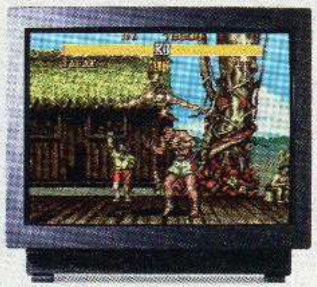
The Ultimate Fight At Home.
The most popular arcade game of all time – Capcom's Street Fighter II Special Champion Edition is now on Sega Genesis.



You've Met Your Match.
The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.



The Best Moves Win.
New moves in this Special Champion Edition make the fighting more exciting than ever.



Kick Some________________.
Hit the streets to your nearest store.

One of the highest rated Sega games of all time.*

CAPCOM

GENESIS

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583.
Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

MA-13

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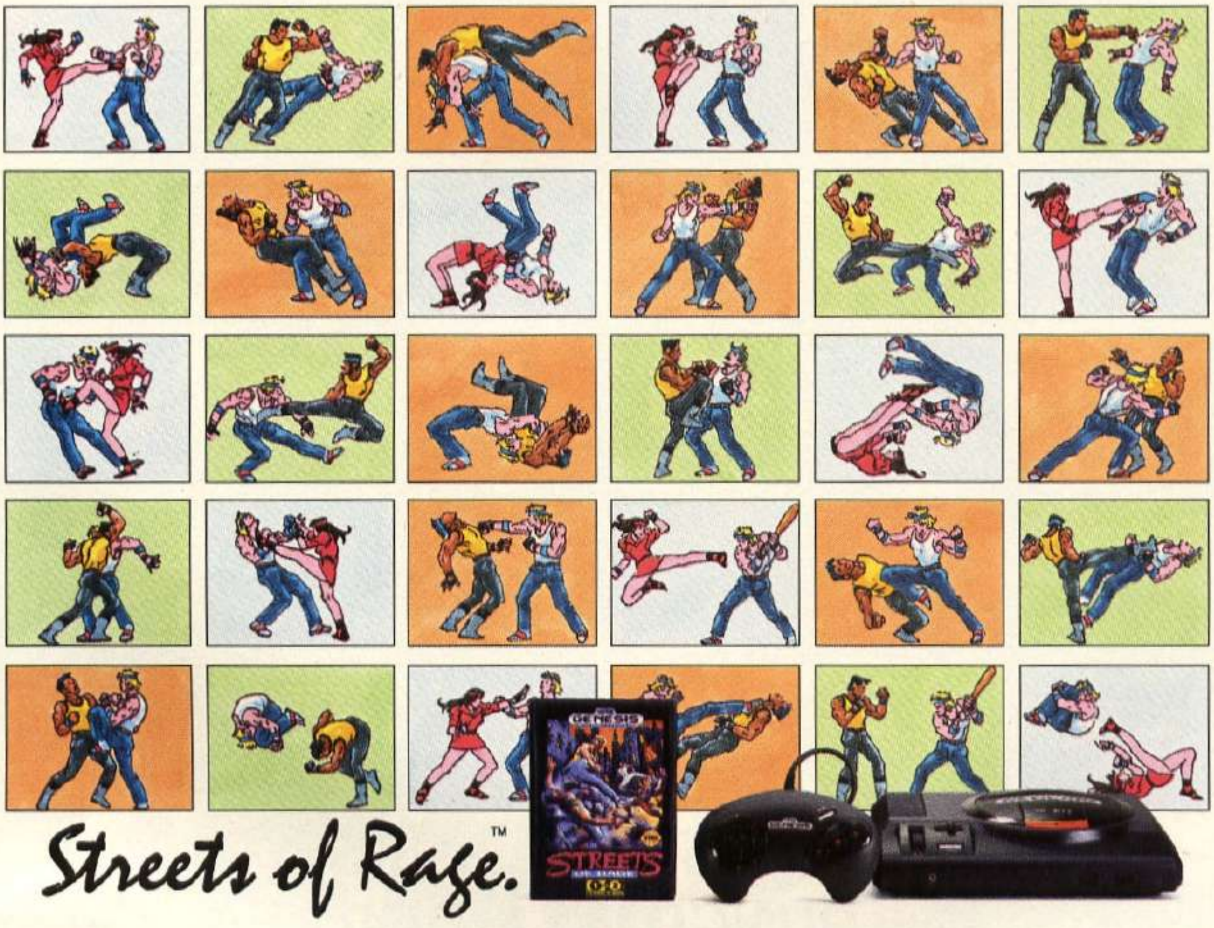
Choose from a smashing assortment of socks and belts.



Here's a street fighting game that'll knock your socks off. New, Streets of Rage from Sega Genesis.™ You get a total of 40 individually controllable attack moves. Upper cuts. Head butts. Flying double knee attacks. Neck grabs. Jumping pile drivers.

You'll need every one of them, too, to clean up these streets. This neighborhood's crawling with punks, muggers and urban riff-raff. You and a buddy, fighting side by side, take on up to eight of these toughs at once.

Go at 'em with everything you've got. Pipes. Bottles. Knives. Dish out justice however you see fit. Remember, you're the good guys. But watch your back. These goons are even more ruthless than you are. Gangs of 'em come at you from everywhere…and keep on coming.

So if you want to clean up the streets, don't just sit there. Do something. Get Streets of Rage from Sega Genesis.

1 OR 2
PLAYERS AT ONCE

SEGA GENESIS

Leading the 16-bit revolution.™

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7.8

STREETS OF RAGE
© 1991 SEGA
MUSIC © 1991 YUZO KOSHIRO

J N P B

Streets of Rage

Developer	Sega AM7
Publisher	Sega
Release date	(us) September 6, 1991 (eu) October, 1991
Genre	Beat ‘em up
Mode	1-2 Players

Streets of Rage was the first in Sega’s then-flagship Bare Knuckle/Streets of Rage series. In the game, the once peaceful city has been taken over by a criminal syndicate, including factions of the police. Mass violence is now common and no one is safe. Adam Hunter, Axel Stone and Blaze Fielding are young ex-police officers who have quit the force to fight back against the syndicate.

SEGA GENESIS
STREETS OF RAGE
1 OR 2 PLAYERS AT ONCE

Rarity US: 2
Rarity EU: 1

8.7

STREETS OF RAGE 2
PRESS START BUTTON
© 1992 SEGA
MUSIC © YUZO KOSHIRO

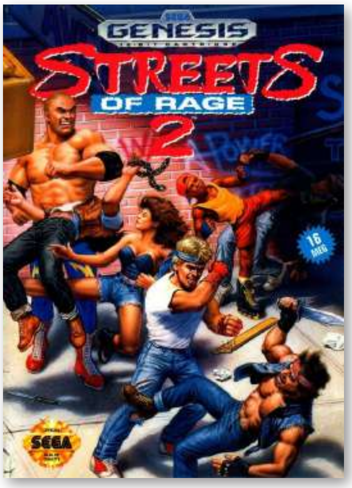
J N P B

Streets of Rage 2

Developer	Sega AM7, Ancient
Publisher	Sega
Release date	(us) December, 1992 (eu) January 16, 1993
Genre	Beat ‘em up
Mode	1-2 Players

Streets of Rage 2 introduced two new characters: Max Thunder and Eddie “Skate” Hunter, brother of Adam Hunter from the original game.

For the most part, Streets of Rage 2 remains largely unchanged from its predecessor in terms of gameplay, however makes several additions which would become staples in the series. The most notable change are the use of bigger sprites and backgrounds.


SEGA GENESIS
STREETS OF RAGE 2
16 MEG

Rarity US: 3
Rarity EU: 1

8.2

STREETS OF RAGE 3
PRESS START BUTTON
©1994 SEGA
MUSIC © YUZO KOSHIRO

PRESS 2UP START

J N P B

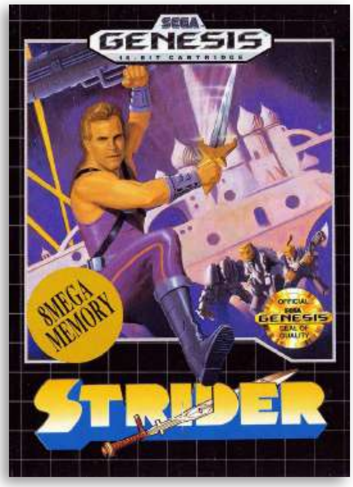
Streets of Rage 3

Developer	Sega AM7
Publisher	Sega
Release date	(us) March 17, 1994 (eu) June, 1994
Genre	Beat ‘em up
Mode	1-2 Players

Streets of Rage 3 features several enhancements over the predecessors such as a more complex plot, multiple endings, longer levels, increased difficulty, more in-depth scenarios and faster gameplay. Weapons could now only be used for a few times before breaking and could now be integrated with unique moves with certain characters, hidden characters were added and a few cutscenes were included.

SEGA
GENESIS
STREETS OF RAGE 3
MA-13

Rarity US: 4
Rarity EU: 4


SEGA
GENESIS
MEGA MEMORY
STRIDER

Rarity US: 4
Rarity EU: 2

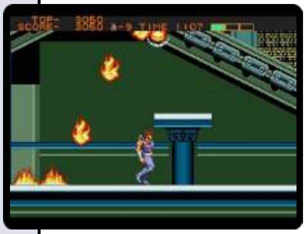
Strider

Developer	Sega
Publisher	Sega
Release date	(us) 1990 (eu) May, 1991
Genre	Action-Platformer
Mode	1 Player

Strider is an action-platformer. The highly mobile protagonist needs to can walk, run, slide and climb to conquer all five stages and defeat the self proclaimed world ruler, grandmaster. Aside from his sword, Strider can also employ robotic helpers to fight his adversaries.

Strider was the first 1MB (8Mb) ROM cartridge released for the system, making it one of the largest cartridge-based video games available at the time.

7.4



J N P B

JOURNEY FROM DARKNESS
STRIDER RETURNS
GENESIS
SEGA

Rarity US: 4
Rarity EU: 4

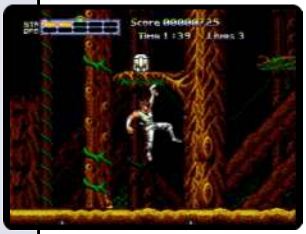
Strider Returns: Journey from Darkness

Developer	Tiertex
Publisher	U.S. Gold
Release date	(us) 1993 (eu) July, 1993
Genre	Action-Platformer
Mode	1 Player

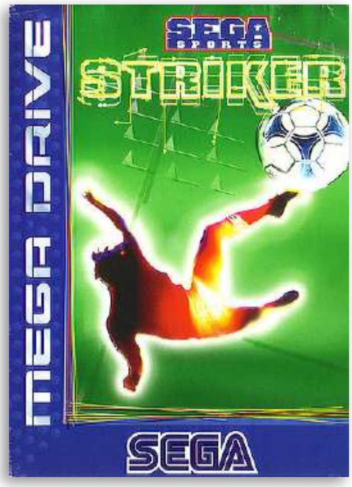
Strider Returns: Journey from Darkness (although initially it too was known as Strider II), is a sequel to Strider. It should not be confused with the later release of Strider 2 which was developed in-house by Capcom - Strider II was developed by U.S. Gold, who, at the time, had the rights to the Strider license outside of Japan.

5.1

JOURNEY FROM DARKNESS
STRIDER RETURNS
Press Start Button



N P


MEGA DRIVE
SEGA SPORTS
STRIKER
SEGA

Rarity EU: 5

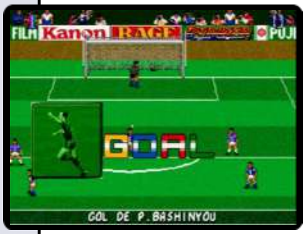
Striker

Developer	Rage Software
Publisher	Sega
Release date	(eu) 1995
Genre	Sports
Mode	1-2 Players

Confusingly this is the fourth game by Rage Software to use the Striker moniker - the original Striker was released for the Amiga in 1992 and formed the basis for all Striker games to come. This fourth Striker was made exclusive to Sega systems as a spiritual sequel to Ultimate Soccer.

The game include over 340 local and national teams (over five times the amount seen in Ultimate Soccer).

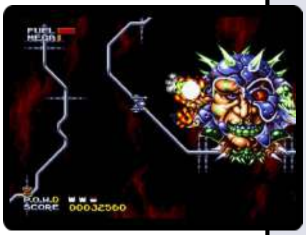
7.2


GOAL
GOL DE P.BASHINYOU

P

7.1

SUB TERRANIA
(C)1993 Zyrinx
Start Game
Options
Controls


FUEL
SCORE 00032560

N P B

Sub-Terrania

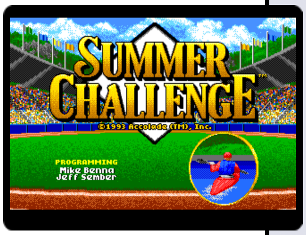
Developer	Zyrinx
Publisher	Sega
Release date	(us) 1994
	(eu) May, 1994
Genre	Shooter
Mode	1 Player

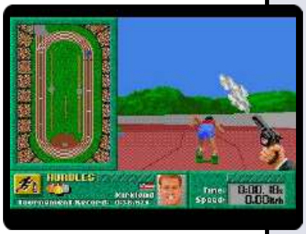
Sub-Terrania takes place in a side-scrolling underground environment. The controls are based on the classic computer game Thrust, with the player rotating the ship with the directional pad and thrusting forward by pressing the B button. At all times, gravity is pulling down on the player's ship, which works to the player's advantage to conserve fuel.

GENESIS
SUB TERRANIA
SEGA
GA

Rarity US: 1
Rarity EU: 3

6.0


SUMMER CHALLENGE
©1993 Accolade(TM), Inc.
PROGRAMMING
Mike Benna
Jeff Sember


HURDLES
Time
Speed

N P

Summer Challenge

Developer	Accolade
Publisher	Accolade
Release date	(us) 1993
	(eu) May 26, 1993
Genre	Sports
Mode	1-10 Players

The sequel to Winter Challenge, this Summer edition includes 8 events from athletics to cycling. The events are: Kayak, Archery, 400m Hurdles, High Jump, Pole Vault, Equestrian, Javelin and Cycling.

Like with Winter Challenge, graphically, the game features the same polygonal environments with bitmap athletes and game modes include the ability to train or compete in a tournament.

8 GREAT SUMMER EVENTS
SUMMER CHALLENGE
Français
Deutsch
Italiano
Español
ACCOLADE
FOR THE SEGA GENESIS AND MEGA DRIVE SYSTEMS

Rarity US: 2

7.7

SUNSETRIDERS
PLAY SELECT
1 PLAYER
2 PLAYERS
VERSUS
OPTIONS
© 1992 KONAMI
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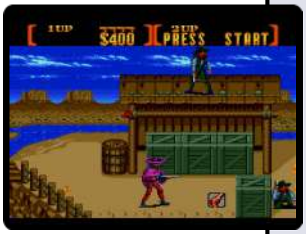

1UP
$400
2UP
PRESS START

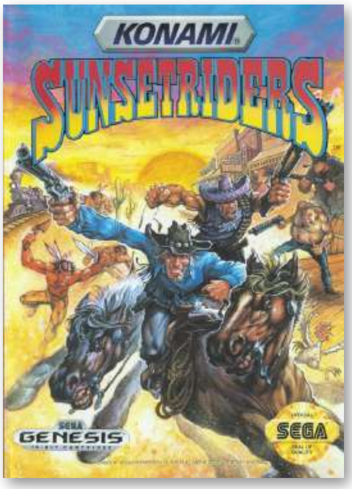
N P

Sunset Riders

Developer	Konami
Publisher	Konami
Release date	(us) December, 1992
	(eu) 1993
Genre	Run 'n' gun
Mode	1-2 Players

Sunset Riders is a 1991 arcade run-and-gun by Konami, ported to the Sega Mega Drive and SNES in 1992. This port was heavily remixed in terms of stage layout. The small rom size likely made a true to source arcade port impossible.

The game is set during the American Old West, where the player takes control of a bounty hunter who is seeking the rewards offered for various criminals.


KONAMI
SUNSETRIDERS
GENESIS
SEGA

Rarity US: 4
Rarity EU: 4

Super Baseball 2020

ELECTRONIC ARTS
SUPER BASEBALL 2020
16 MEG
"INCREDIBLE!"

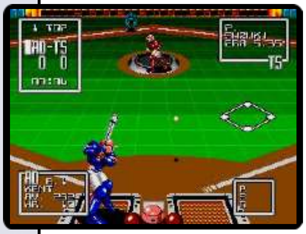
Rarity US: 2
Rarity EU: 5

Developer	SNK
Publisher	Electronic Arts
Release date	(us) 1993 (eu) 1993
Genre	Sports
Mode	1-2 Players

Super Baseball 2020 follows the basic rules of baseball, but there are several upgrades since the game takes place in the year 2020. The most obvious difference from real baseball is that some of the characters in this game are robots. All the human characters are equipped with powerful armor, computer sensors, and jet-packs for improved offense and defensive skills.

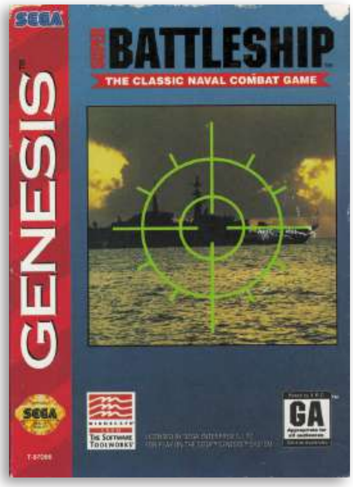
6.7

Super Baseball 2020
COPYRIGHT 1993 ELECTRONIC ARTS
COPYRIGHT 1991 1993 SNK
LICENSED BY SEGA ENTERPRISES LTD.



J N P

Super Battleship


SEGA
GENESIS
BATTLESHIP
THE CLASSIC NAVAL COMBAT GAME
GA

Rarity US: 2

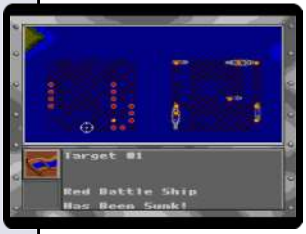
Developer	Synergistic
Publisher	Mindscape
Release date	(us) January, 1994
Genre	Strategy
Mode	1 Player

Super Battleship is a naval simulator based on the Battleship board game by the Milton Bradley Company. The game is strictly single-player and is primarily a strategy game with some real-time elements.

The Genesis and SNES versions vary somewhat. Although the missions are the same, the graphics are significantly improved in the SNES version, as well as the difficulty reduced.

5.9

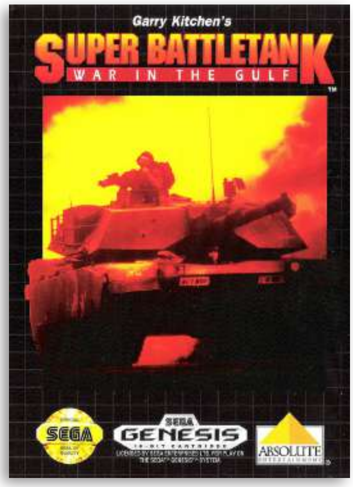
SUPER
BATTLESHIP
PUSH START BUTTON



Target #1
Red Battle Ship
Has Been Sunk!

N

Super Battletank: War in the Gulf


Garry Kitchen's
SUPER BATTLETANK
WAR IN THE GULF
SEGA
GENESIS
ABSOLUTE

Rarity US: 2

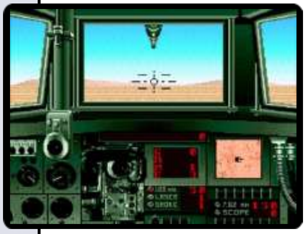
Developer	Imagineering
Publisher	Absolute Entertainment
Release date	(us) December, 1992
Genre	Simulation, Shooter
Mode	1 Player

Super Battletank is a tank simulation which takes place during Operation Desert Storm. The player controls an M1 Abrams main battle tank for the United Nations.

The screen is divided into two sections. One is the instrument panel in the gunner's station of the tank, and the other is a view of the outside, which consists primarily of the desert and military vehicles.

6.6

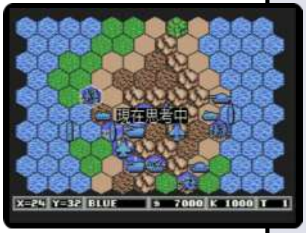
Garry Kitchen's
SUPER BATTLETANK
WAR IN THE GULF
COPYRIGHT 1992
ABSOLUTE ENTERTAINMENT INC.
PRESS START



N

6.4

SUPER 大戦略
©1988 SystemSoft
©1989 SEGA



J

Super Daisenryaku

Developer	SystemSoft Alpha
Publisher	Sega
Release date	(jp) April 29, 1989
Genre	Strategy
Mode	1-4 Players

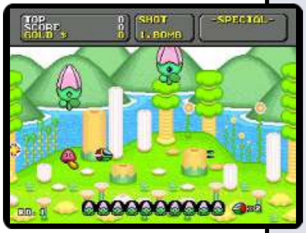
Super Daisenryaku is a 1988 World War II simulation game for NEC's PC-88 and PC-98 computers by SystemSoft in their Daisenryaku series of WWII sims. Sega ported it to the Sega Mega Drive in 1989, putting in a new soundtrack supposedly composed by Tokuhiko Uwabo. Not only was it never released outside Japan, but it does not fully implement TMSS, meaning it will only work on early Model 1 Mega Drives.

"segaretro.org"

Mega Drive Cartridge メガドライブ専用
SUPER 大戦略
兵器カタログ付
SEGA

7.7

SUPER FANTASY ZONE
PUSH START BUTTON
©1992 SUNSOFT ©1990 SEGA


TOP
SCORE
GOLD
SHOT
1.BOMB
-SPECIAL-

J P

Super Fantasy Zone

Developer	Sega
Publisher	Sunsoft
Release date	(eu) 1993
Genre	Shooter
Mode	1 Player

Super Fantasy Zone was the last addition to the Fantasy Zone series released for the Mega Drive. The game is a free moving shoot 'em up, like its side-scrolling predecessors, and essentially has the same core gameplay as the arcade original.

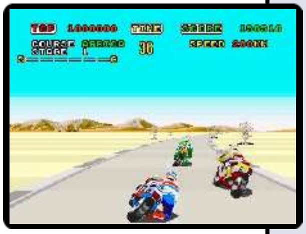
The soundtrack to the game was composed by Naoki Kodaka, but also features themes from the original Fantasy Zone game composed by Hiroshi Kawaguchi.

MEGA DRIVE
SUPER FANTASY ZONE
16-BIT CARTRIDGE
SEGA

Rarity EU: 4

7.0

SUPER HANG-ON
NEW GAME
PASSWORD
SEGA
© SEGA 1989


TOP
TIME
SCORE
COURSE
STAGE
SPEED

J N P B

Super Hang-On

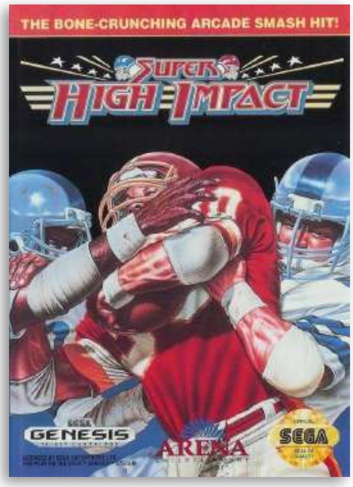
Developer	Sega
Publisher	Sega
Release date	(us) December, 1989 (eu) November, 1990
Genre	Racing
Mode	1 Player

The Sega Mega Drive port of the game included the full arcade game, and an additional original mode, which allowed players to recruit sponsors and earn money to buy enhanced components for their bike.

A near perfect port of the game was released for the Sharp X68000 computer in Japan in the same year.

SEGA
GENESIS
SUPER HANG-ON
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 3
Rarity EU: 2


THE BONE-CRUNCHING ARCADE SMASH HIT!
SUPER HIGH IMPACT
GENESIS
ARENA
SEGA

Rarity US: 3

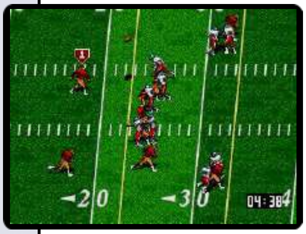
Super High Impact

5.0

Developer	Beam Software
Publisher	Acclaim Entertainment
Release date	(us) 1992
Genre	Sports
Mode	1-2 Players

Super High Impact is a 1991 arcade American football game by Midway. Iguana Entertainment and Arena (by then a subsidiary of Acclaim) ported it to the Genesis exclusively in the US in 1992. The game feature 18 teams and over 30 plays per team. The console versions are based on the Midway arcade series of the same name. The game has a Hit-O-Meter which often leads to massive brawls.

SUPER HIGH IMPACT
40
30
20



Ⓝ

メガドライブ専用
サンサン
囲碁通信対局ネットワーク
株式会社サンサン

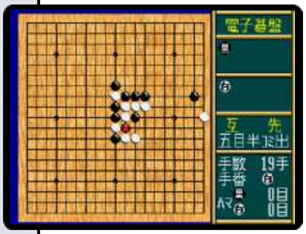
Sansan

Developer	Synergistic
Publisher	Mindscape
Release date	(jp) 1994
Genre	Board game
Mode	1-2 Players

Sansan was an online service allowing people living in Japan to play the board game Go with other subscribers over the internet. A local two-player version of the game is also included for play.

For whatever reason, the Mega Drive version did not last very long — it is one of the rarest and most sought-after Mega Drive games; Sega of Japan's official archive doesn't list it and a ROM was not dumped until February 2011.

サンサン
— 囲碁通信対局ネットワーク —
COPYRIGHT (C) 1994
サン サン
ホワイト ボックス
PUSH START


電子碁盤
互先
手数 19手
手番

Ⓙ

電話でゲーム!
セガ ゲームの図書館
MEGA DRIVE
SEGA

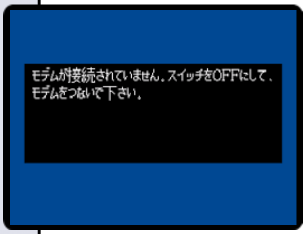
Sega Game Toshokan

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Compilation
Mode	1 Player

Sega Game Toshokan, meaning Sega Game Library, is a Sega Mega Drive cartridge distributed with select Mega Modems starting 1991. With the Mega Modem connected, this cartridge in the cartridge slot, and a Sega Meganet subscription, consumers could download and play select Mega Drive games exclusively available through the service, all of which came out on the service in 1991.

"segaretro.org"

SEGA GAME
LIBRARY ©SEGA 1990
PUSH START BUTTON



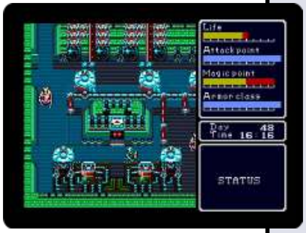
モデムが接続されていません。スイッチをOFFにして、
モデムをつないで下さい。

Ⓙ

Super Hydlide

5.8

Super
PUSH START BUTTON
©1990 T&E SOFT
©1990 SEISMIC INC.


Life
Attack point
Magic point
Armor class
Day 48
Time 16:16
STATUS

J N P

Developer	T&E Soft
Publisher	Seismic
Release date	(us) 1990 (eu) 1991
Genre	Action role-playing
Mode	1 Player

Super Hydlide, a remake of Hydlide 3: The Space Memories, takes place many years after the events of Hydlide II. Like its predecessor Hydlide II, the player has a morality meter that can be aligned with either Justice, Normal, or Evil. The game has both good and evil monsters. Evil monsters attack the player character on sight, while good monsters only attack if the player character attacks them first.

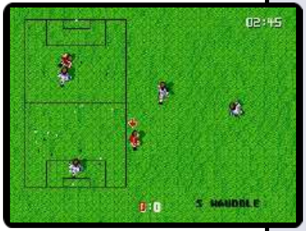
GENESIS
Super
EPIC ACTION-ROLE PLAYING FANTASY
SEISMIC

Rarity US: 4
Rarity EU: 4

Super Kick Off

3.5

SUPER KICK OFF
©1991/92 U.S. GOLD Ltd.
©1991/92 ANCO Games.
All rights reserved.
Licensed by SEGA Enterprises Ltd.
Programmed by TIERTEX Ltd.
U.S. GOLD
ANCO
TIERTEX



P B

Developer	Anco Software, Tiertex
Publisher	U.S. Gold
Release date	(eu) March, 1993
Genre	Sports
Mode	1-2 Players

Super Kick Off is a soccer game for the Mega Drive, released exclusively in Europe and Brazil. It is considered by many to be a version of Kick Off 2, previously released for the Amiga.

MegaTech gave the game 94% and a Hyper Game Award, saying that the “feel and playability is unrivalled by any other footy game so far”, but criticising the high price of £45.

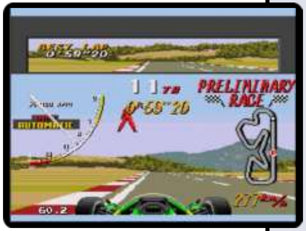
MEGA DRIVE
No.1
SUPER KICK OFF
U.S. GOLD
ANCO

Rarity EU: 1

Super Monaco GP

7.3

WELCOME
SEGA
GRAND PRIX
PRESS START BUTTON
©SEGA 1989,1990


PRELIMINARY RACE
AUTOMATIC

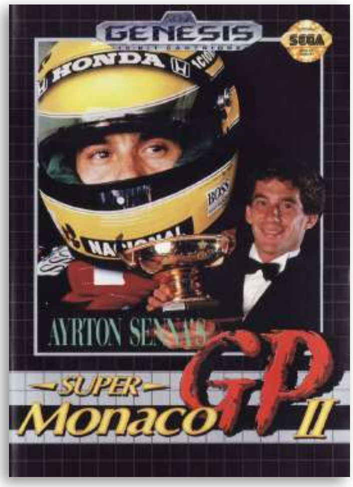
J N P B

Developer	Sega
Publisher	Sega
Release date	(us) 1990 (eu) January, 1991
Genre	Racing
Mode	1 Player

Super Monaco GP is a 1989 arcade racing game by Sega. It is the sequel to Monaco GP, but rather than being a top-down racer it has a first person view. The Mega Drive port was highly received and offered an extra “World Championship Mode”, featuring tracks from the 1989 Formula One season. This version of the game has since been included in numerous compilations.

GENESIS
Super Monaco
GP

Rarity US: 3
Rarity EU: 1


GENESIS
SEGA
HONDA
AYRTON SENNA'S
SUPER
Monaco GP II

Rarity US: 3
Rarity EU: 1

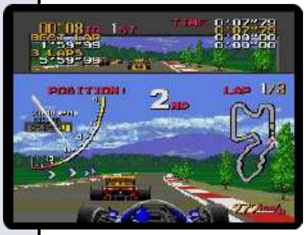
Ayrton Senna's Super Monaco GP II

Developer	Sega
Publisher	Sega
Release date	(us) September, 1992 (eu) July, 1992
Genre	Racing
Mode	1 Player

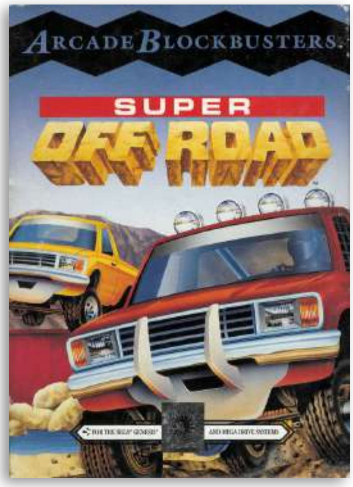
Ayrton Senna's Super Monaco GP II is the sequel to Super Monaco GP, but this time the game is sponsored by Ayrton Senna. At the time of release it was regarded as the most realistic racing experience on home video game consoles. However, due to the celebrity endorsements, it is unlikely Super Monaco GP II will be re-released without cutbacks.

7.5

AYRTON SENNA'S
SUPER
Monaco GP
II
PRESS START BUTTON
© 1992 SEGA


POSITION
2ND
LAP 1/3

J N P B


ARCADE BLOCKBUSTERS
SUPER
OFF ROAD

Rarity US: 3

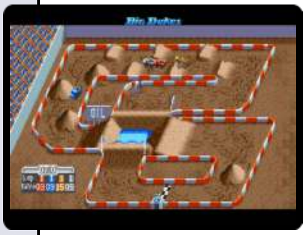
Super Off Road

Developer	Tradewest
Publisher	Ballistic
Release date	(us) 1993 (eu) July, 1992
Genre	Racing
Mode	1-2 Players

Super Off Road is a port of Ivan "Ironman" Stewart's Super Off Road. 4 vehicles race each other, on a series of tracks which are based around flipped and reversed versions of a core selection. Fame, glory and bikini clad women await the victories and the taste of dirt awaits if the fail. Successful races bring more money, which can be used to boost up the cars.

6.5

OFF ROAD
©1992 TRADEWEST Inc.



N P

It's a rally riot - turbocharged for 4-player power!
SUPER SKIDMARKS
92% GamePro
Codemasters
J-CART
Licensed by Sega Enterprises Ltd. for play on the
SEGA MEGA DRIVE SYSTEM

Rarity EU: 4

Super Skidmarks

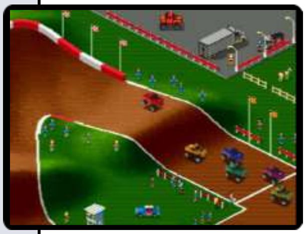
Developer	Acid
Publisher	Codemasters
Release date	(eu) November, 1991
Genre	Racing
Mode	1-4 Players

Very similar to Micro Machines, the game was distributed on a J-Cart, allowing a further two controllers to be attached to the Mega Drive console. The basic aim is the same as Micro Machines, in that the player drives numerous different types of cars around a track, however it is presented in an isometric perspective and allows up to six cars to race at once rather than just four.

"segaretro.org"

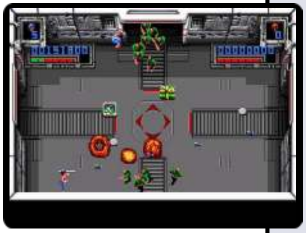
7.0

SUPER SKIDMARKS
ACID



P

6.4

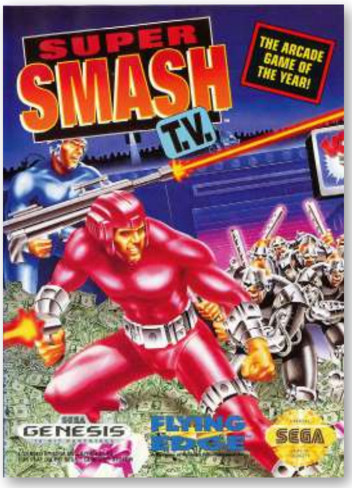


N P

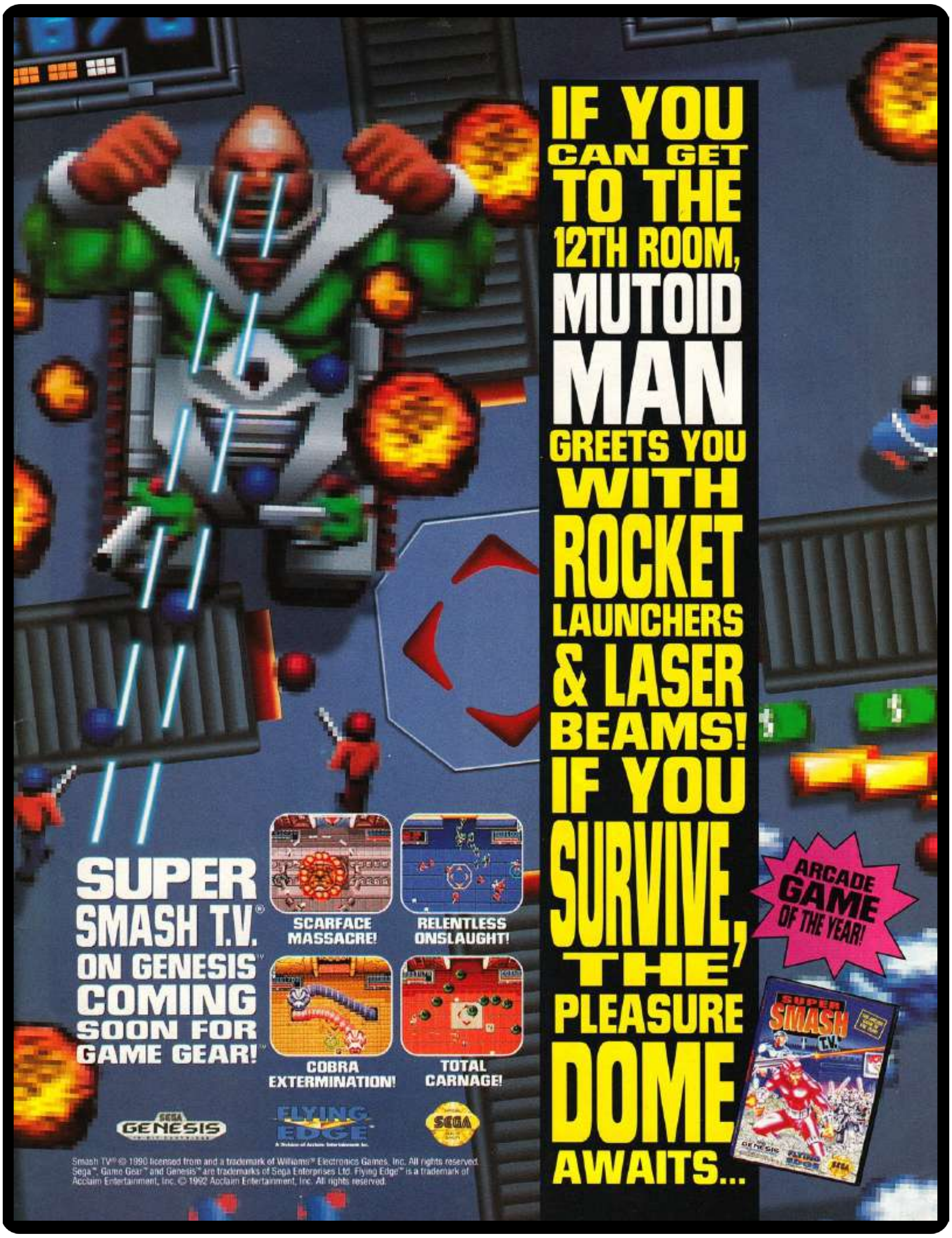
Super Smash TV

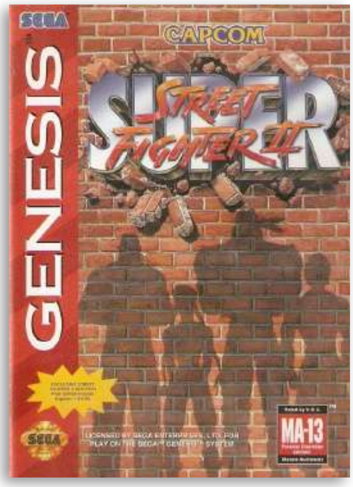
Developer	Probe Software
Publisher	Acclaim Entertainment
Release date	(us) August, 1992 (eu) October, 1992
Genre	Run ‘n` gun, Shooter
Mode	1-2 Players

Smash TV is very similar to Robotron 2084, in that the player is controlled by two joysticks. One joystick alters the player’s movement, while the other alters the direction of weapon fire. Problems arise in the Genesis port due to a lack of controller buttons. The port have to make do with alternative control schemes as neither the Sega consoles have four firing buttons. However, there is an option to play with two controllers.


SUPER SMASH T.V.
THE ARCADE GAME OF THE YEAR!
GENESIS
FLYING EDGE
SEGA

Rarity US: 3
Rarity EU: 3


IF YOU CAN GET TO THE 12TH ROOM, MUTOID MAN GREETS YOU WITH ROCKET LAUNCHERS & LASER BEAMS! IF YOU SURVIVE, THE PLEASURE DOME AWAITS...
SUPER SMASH T.V.® ON GENESIS™ COMING SOON FOR GAME GEAR!™
SCARFACE MASSACRE!
RELENTLESS ONSLAUGHT!
COBRA EXTERMINATION!
TOTAL CARNAGE!
ARCADE GAME OF THE YEAR!
SEGA GENESIS
FLYING EDGE
SEGA
Smash TV® © 1990 licensed from and a trademark of Williams™ Electronics Games, Inc. All rights reserved. Sega™, Game Gear™ and Genesis™ are trademarks of Sega Enterprises Ltd. Flying Edge™ is a trademark of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved.


SEGA
GENESIS
CAPCOM
SUPER STREET FIGHTER II
MA-13

Rarity US: 2
Rarity EU: 3

Super Street Fighter II

Developer	Capcom
Publisher	Capcom
Release date	(us) April 18, 1994 (eu) August, 1994
Genre	Fighting
Mode	1-2 Players

Super Street Fighter II: The New Challengers is the fourth update to Street Fighter II, and was originally released in arcades in 1993. Unlike the arcade lineage, however, Super Street Fighter II was rebuilt almost completely from scratch, so although derives from the same base as Special Champion Edition, borrows very few assets from that earlier release.

"segaretro.org"

8.2

SUPER STREET FIGHTER II TM
The New Challengers
© CAPCOM 1991,93,94
© CAPCOM U.S.A.,INC.1991,93,94
LICENSED BY
SEGA ENTERPRISES LTD.

1UP
1800
LEO
50000
PRESS
KO
28
Dhalsim
Cammy

J N P

Mega Drive Cartridge
メガドライブ専用
スミセイホーム端末
SEGA

Sumisei Home Tanmatsu

Developer	N/A
Publisher	Sega
Release date	(us) 1991
Genre	Software
Mode	1 Player

Sumisei Home Tanmatsu is a rare piece of Sega Mega Drive software released exclusively in Japan. It allows owners to manage their life insurance policy through Sumitomo Life (the Sumisei in the title). Little else is known about the cartridge, though it was to be used in conjunction with the Sega Mega Modem.

"segaretro.org"

N/P

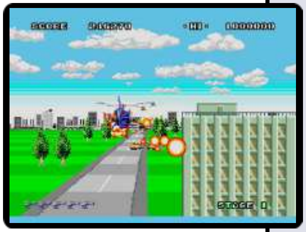
N/P

J

WE OWN
THE STREETS
THIS SUMMER.

5.3

Super Thunder Blade
SEGA
©SEGA 1988



J N P B

Super Thunder Blade

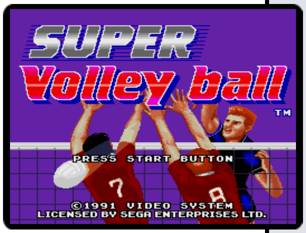
Developer	Sega
Publisher	Sega
Release date	(us) 1989 (eu) September, 1990
Genre	Shooter
Mode	1 Player

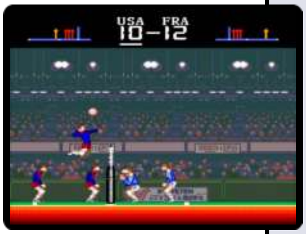
Super Thunder Blade is a follow-up to the 1987 arcade game Thunder Blade. As in its predecessor, the player takes control of a helicopter which is used to attack a group of guerrillas. The helicopter itself uses guns and missiles, and can also air brake. A distinctive feature is the use of different viewpoints during the entire game; the game utilizes a third-person perspective and a top-down perspective between different areas in the game.

SEGA GENESIS
Super Thunder Blade
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 2
Rarity EU: 2

6.7


SUPER Volley ball
PRESS START BUTTON
©1991 VIDEO SYSTEM
LICENSED BY SEGA ENTERPRISES LTD.


USA FRA
10–12

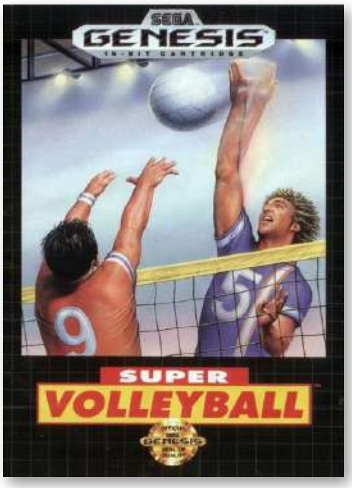
J N B

Super Volleyball

Developer	Video System
Publisher	Sega
Release date	(us) 1991
Genre	Sports
Mode	1 Player

SUPER Volley ball is an indoor volleyball game. The game offers two game modes: normal game and World League. Choosing normal game pits the player against the computer in a single game. Choosing World League pits the player against all other teams available. The game features eight national teams (USA, USSR, Brazil, Holland, France, Italy, Japan and China), with fictitiously named players.

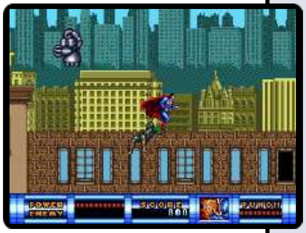
"mobygames.com"


SEGA GENESIS
SUPER VOLLEYBALL

Rarity US: 3

5.5

SUPERMAN
PRESS START TO PLAY
SUNSOFT

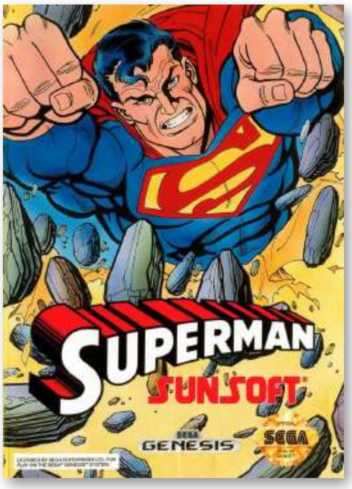


N P

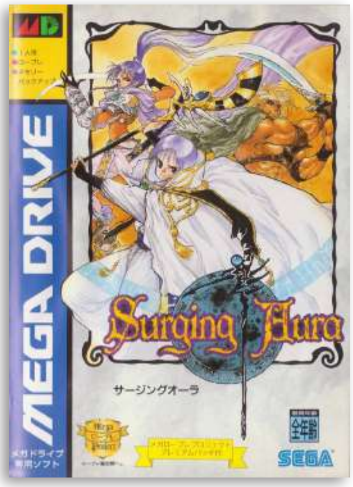
Superman

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) December, 1992 (eu) 1992
Genre	Action-platformer
Mode	1 Player

Superman is a side-scrolling arcade game where the player controls Superman through various levels in an effort to defeat various villains, culminating with the evil supervillain Brainiac. Some levels take place in flight, and allow players to not only fly but shoot lasers. On the ground, they can collect icons that allow them to use a super power once, often a super punch or spin attack to remove an obstacle in the game.


SUPERMAN
SUNSOFT
SEGA GENESIS
SEGA

Rarity US: 4
Rarity EU: 4


MEGA DRIVE
Surging Aura
サージングオーラ
SEGA

Surging Aura

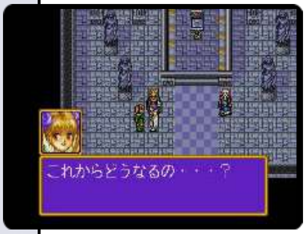
8.4

Developer	Japan Media Programming
Publisher	Sega
Release date	(jp) March 17, 1995
Genre	Role-playing
Mode	1 Player

Surging Aura is Japanese RPG in anime style. Regular enemies are random, and battles are fought from first-person view. The combat is is a mixture between turn-based and real-time styles, like in contemporary Final Fantasy games. Enemies will attack even if the player doesn't perform any action during the battle. The game features full screen anime-style pictures as cutscenes.

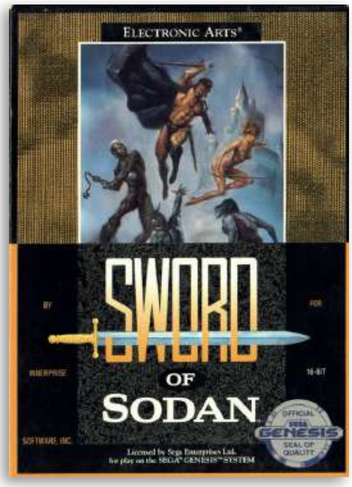
"mobygames.com"

Surging Aura
© SEGA 1995
© MUTSUMI INOMATA 1993



これからどうなるの・・・？

J


ELECTRONIC ARTS
SWORD OF SODAN
GENESIS

Rarity US: 3
Rarity EU: 5

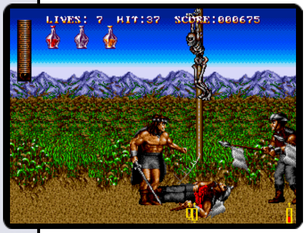
Sword of Sodan

3.4

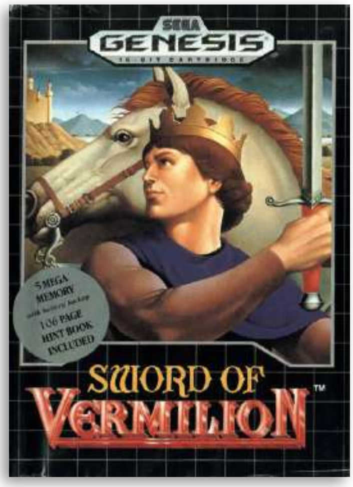
Developer	Innerprise
Publisher	Electronic Arts
Release date	(us) 1990 (eu) January, 1991
Genre	Hack and slash
Mode	1 Player

Sword of Sodan is a 1988 beat-'em-up for the Amiga ported to the Genesis in 1990. The port uses the same theme and story, but both gameplay and graphics have been strongly altered. The areas have been reduced from eleven to eight, with some completely deleted (e.g. the forest), while others combined. Also, there are only eight enemies, as opposed to the thirteen in the Amiga game.

SWORD OF SODAN
(C) 1990 INNERPRISE SOFTWARE INC
LICENSED BY SEGA ENTERPRISES LTD


LIVES: 7 HIT:37 SCORE:000675

J N P B


SEGA GENESIS
16-BIT CARTRIDGE
5 MEGA MEMORY
106 PAGE HINT BOOK INCLUDED
SWORD OF VERMILION

Rarity US: 4
Rarity EU: 5

Sword of Vermilion

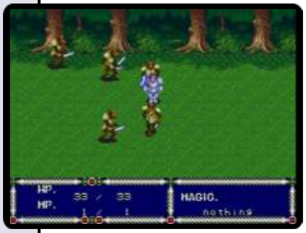
6.5

Developer	Sega
Publisher	Sega
Release date	(us) January 28, 1991 (eu) April, 1991
Genre	Action role-playing
Mode	1 Player

Sword of Vermilion is about the son of Erik, king of Excalabria, who takes on a quest of revenge to defeat Tsarkon and free the world of Vermilion from evil.

A third-person, top-down perspective is used to move around towns. A first-person view is used for overland travel outside of towns. A third-person side view perspective (like Double Dragon or Final Fight) is used for the combat sequences.

SWORD OF
VERMILION
TM
©SEGA1990
Start
Continue

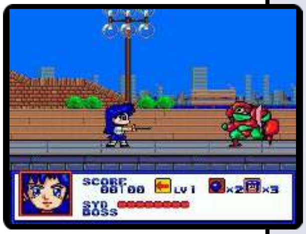

HP.
33 / 33
MAGIC
nothing

J N P

Syd of Valis

6.8

VALIS
SYD
PRESS START BUTTON
©1992 TELENET JAPAN
LICENSED BY SEGA ENTERPRISES LTD

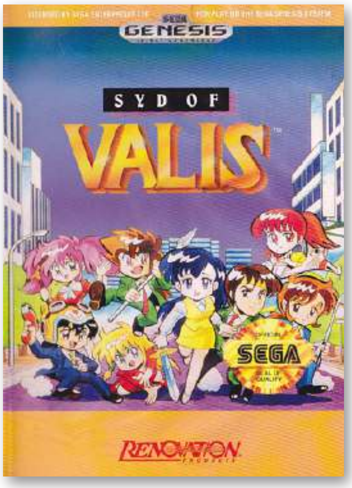


J N

Developer	Telenet
Publisher	Renovation Products
Release date	(us) February 14, 1992
Genre	Hack and slash
Mode	1 Player

Syd of Valis is a port of the 1989 MSX game,Valis II. The port features the same gameplay and plot as the original, but the character design was changed to a super deformed style.

The North American version of the game incorrectly identifies Yūko as “Syd”, and also reuses for the front cover the boxart of Naritore the Sugoroku ‘92.

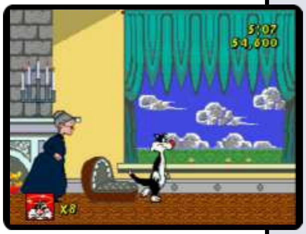

GENESIS
SYD OF
VALIS
SEGA
RENOVATION

Rarity US: 5

Sylvester and Tweety in Cagey Capers

6.8

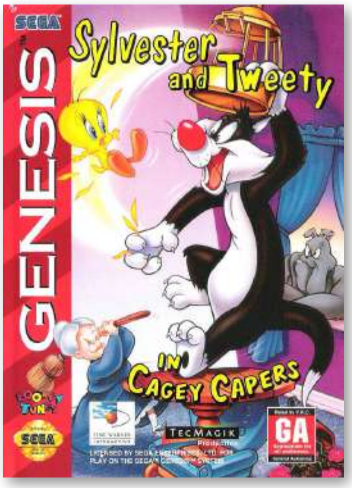
SYLVESTER & TWEETY
IN
CAGEY CAPERS
Start
Options



N P

Developer	Alexandria, Inc.
Publisher	TecMagik
Release date	(us) 1994
	(eu) 1994
Genre	Platformer
Mode	1 Player

Players play as Sylvester the cat and must try and catch Tweety in each of the levels. Characters such as Granny, Hippety Hopper and Hyde Tweety try to stop the player. Sylvester can pick up things such as boxing gloves and bones to fight these enemies. He can also use things such as umbrellas and boxes to try and reach Tweety.

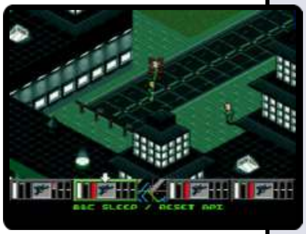

SEGA
GENESIS
Sylvester and Tweety
IN
CAGEY CAPERS
TECMAGIK
GA

Rarity US: 4
Rarity EU: 4

Syndicate

6.7

SYNDICATE
BULLFROG

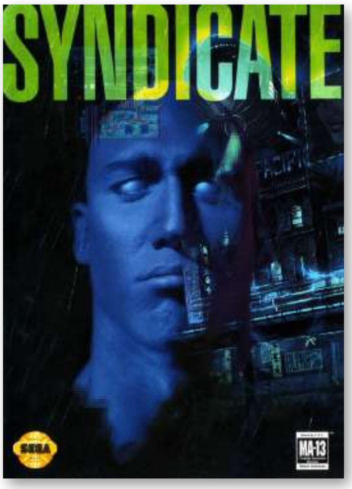


N P

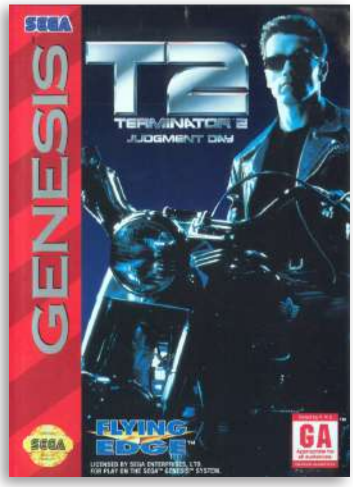
Developer	Bullfrog Productions
Publisher	Electronic Arts
Release date	(us) 1994
	(eu) January, 1995
Genre	Strategy
Mode	1 Player

Syndicate is an isometric real-time tactical game from Bullfrog Productions created in 1993. A separate version was made for the 16-bit console, as the hardware couldn’t support the complexity of the original game. It contained completely new level design and different graphics.

Its sequel, Syndicate Wars, was due to be released on the Sega Saturn but was cancelled.


SYNDICATE
SEGA
MA-13

Rarity US: 5
Rarity EU: 4


SEGA
GENESIS
T2
TERMINATOR 2
JUDGMENT DAY
FLYING EDGE
GA

Rarity US: 2
Rarity EU: 4

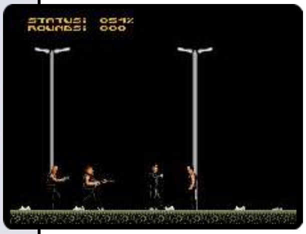
T2: Terminator 2: Judgement Day

Developer	Bits Studios
Publisher	Flying Edge
Release date	(us) December, 1993 (eu) 1993
Genre	Action-adventure
Mode	1 Player

Based on the movie, one plays as the T-800 sent back in time to 1995, in order to protect John and Sarah Connor from the T-1000. There are two gameplay types: side-scrolling and driving. During the side-scrolling levels, the player's objective is to locate and retrieve all future objects. During the driving levels, the player's objective is to drive to the next mission location.

5.4

TERMINATOR™2
JUDGMENT DAY
START TO PLAY


STATUS: 054%
ROUNDS: 000

N P

THE #1 ARCADE SMASH!
T2
THE ARCADE GAME
GENESIS
ARENA
MENACER
SEGA

Rarity US: 2
Rarity EU: 3

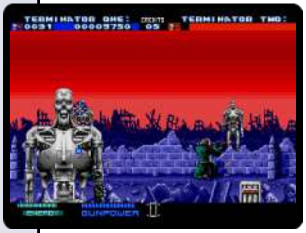
T2: The Arcade Game

Developer	Probe Software, Krisalis Software
Publisher	Arena Entertainment, (jp) Acclaim Entertain.
Release date	(us) 1992 (eu) 1993
Genre	Light-gun
Mode	1-2 Players

Terminator 2: Judgment Day, is a light gun arcade game originally released by Midway in 1991. When the game was ported, it game was retitled to T2: The Arcade Game to avoid conflict with the platform game. The Genesis port could not do scaling due to hardware limitations, and many of the images were redrawn at different sizes. It was also one of the few games which supported the Menacer light-gun.

6.6

T2
THE ARCADE GAME
PRESS START


TERMINATOR ONE:
TERMINATOR TWO:
GUNPOWER

J N P B

Mega Drive Cartridge メガドライブ専用
NHK
大河ドラマ
太平記
たいへいき
SEGA

Taiheiki

Developer	Tose Software
Publisher	Sega
Release date	(jp) December 13, 1991
Genre	Strategy
Mode	1 Player

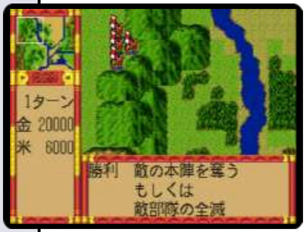
Taiheiki is a turn-based strategy game, based on the television drama of the same name, which in turn is based on a famous 14th-century historical epic which chronicles the fall of the Hōjō clan during the Kamakura period of Japanese history.

The game is a grid-based strategy game in the tradition of Fire Emblem or Langrisser. Each side has multiple units, which can move depending upon the terrain.

"mobygames.com"

7.7

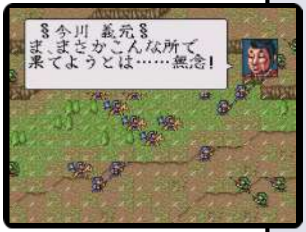
NHK
太平記
PUSH START BUTTON
© 1991 SEGA
© NHK-SU


1ターン
金 20000
米 6000
勝利 敵の本陣を奪う
もしくは
敵部隊の全滅

J

4.5

太閤
立志伝
PUSH START


§今川 義元§
ま、まさかこんな所で
果てようとは……無念!

J

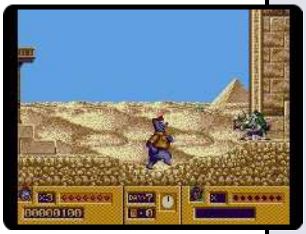
Taikō Risshiden

Developer	Koei
Publisher	Koei
Release date	(jp) May 28, 1993
Genre	Role-Playing, Strategy
Mode	1 Player

Taikou Risshiden was first released in 1992 on various Japanese computers before being ported to the Mega Drive. The game is an open-ended strategy RPG set in Sengoku-period Japan, where the player takes the role of a subordinate of warlord Oda Nobunaga named Tōkichirō Kinoshita. The player chooses one of several possible professions, rolls their attributes, and must become successful in their chosen life.

6.2

TALE SPIN
Press START
© 1992 The Walt Disney Company
© 1992 Sega



N P

TaleSpin

Developer	Sega InterActive
Publisher	Sega
Release date	(us) November, 1992 (eu) 1992
Genre	Platformer
Mode	1-2 Players

TaleSpin is a platform game for up to two players, playing as either Baloo or Kit. The aim of each level is to collect at least 10 cargo boxes in order to open the exit.

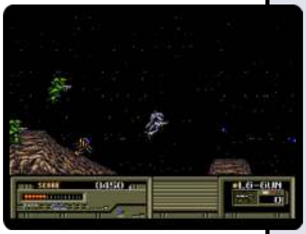
The story has Baloo and Kit facing up against Shere Khan's company in a contest to earn a lifetime work contract from the city of Cape Suzette.

GENESIS
SEGA
Disney's
TALESPIN

Rarity US: 4
Rarity EU: 2

7.3

Target Earth
© DREAMWORKS,NCS CORP. 1990
LICENSED BY SEGA ENTERPRISES LTD.
PUSH START BUTTON
NEW GAME
OPTIONS



J N

Target Earth

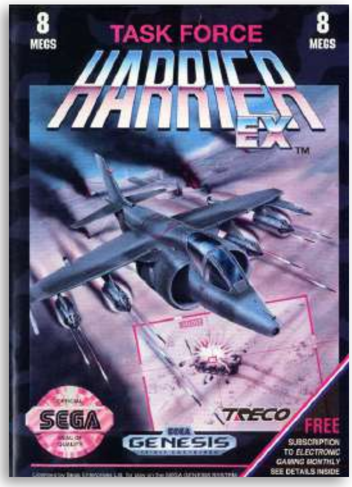
Developer	NCS
Publisher	DreamWorks, (jp) Masaya
Release date	(us) 1990
Genre	Shooter, Platformer
Mode	1 Player

Target Earth is the first game in the Assault Suits series. Much of the game's mechanics fall in line with those of horizontal shooters with some subdued platforming elements.

While the official information for the game indicates that it is only single-player, it is possible for a second player to have limited control over enemy movement and attacks on screen.

GENESIS
Target Earth
NCS
ONE PLAYER GAME

Rarity US: 4


8 MEGS
TASK FORCE
HARRIER
EX
8 MEGS
SEGA
GENESIS
TRECO
FREE SUBSCRIPTION TO ELECTRONIC GAMING MONTHLY SEE DETAILS INSIDE

Rarity US: 3

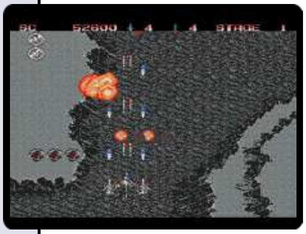
Task Force Harrier EX

Developer	NMK, Jorudan, Opus
Publisher	Treco
Release date	(us) February, 1992
Genre	Shooter
Mode	1 Player

Task Force Harrier EX is a conventional scrolling shooter. The mission is to penetrate a hostile communist military force situated inside Russian territory. The player takes control of a Harrier fighter jet with two types of main weapons. One type can only shoot flying opponents, such as enemy planes and copters; the other, a bomb-type weapon, can only hit ground enemies, such as tanks and turrets. The player can also acquire escorts to increase firepower.

6.1

TASK FORCE HARRIER EX
GAME START
CONFIG
©TRECO 1991
LICENSED BY SEGA ENTERPRISES LTD



J N

GENESIS
SEGA
TAZ MANIA

Rarity US: 2
Rarity EU: 1

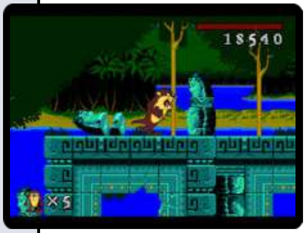
Taz-Mania

Developer	Recreational Brainware, Nu Romantic Product.
Publisher	Sega
Release date	(us) July, 1992
	(eu) July, 1992
Genre	Platformer
Mode	1 Player

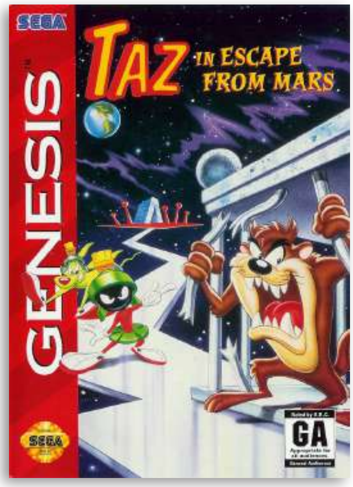
Players control Taz as he searches for a fabled giant egg. Taz is able to jump, spin into a tornado and eat various objects. Spinning into a tornado allows Taz to defeat most enemies, as well as gain extra jump distance, knock away items and get past certain obstacles unharmed. Taz has the ability to eat most, if not all items throughout the level, such as health recovering food items, extra lives, power-ups, and continues.

6.1

TAZ MANIA
© 1992 WARNER BROS. INC.
© 1992 SEGA OF AMERICA, INC.



J N P B


SEGA
TAZ IN ESCAPE FROM MARS
GENESIS
SEGA
GA

Rarity US: 3
Rarity EU: 2

Taz in Escape from Mars

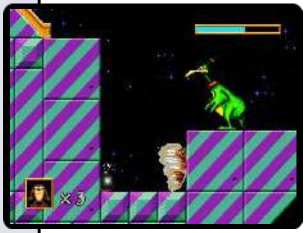
Developer	Headgames, Nu Romantic Productions
Publisher	Sega
Release date	(us) August, 1994
	(eu) September, 1994
Genre	Platformer
Mode	1 Player

The story has Marvin the Martian looking in his book for Earth creatures and finding the Tasmanian devil, Marvin gets the idea of capturing Taz for his zoo. He heads to Earth, beams Taz up into his flying saucer, and takes Taz to his Martian zoo. Taz escapes and is looking for martian blood.

Taz jumps, spins, flips switches, and picks up items through six worlds.

6.5

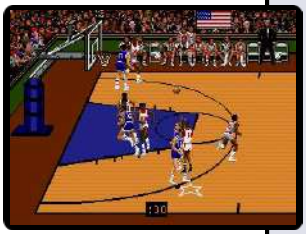
ESCAPE FROM MARS
STARRING
TAZ
PRESS START



N P

5.8

USA
BASKETBALL
WORLD CHALLENGE
© COPYRIGHT 1992 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD.



J N P

Team USA Basketball

Developer	Electronic Arts
Publisher	EASN, (jp) Electronic Arts Victor
Release date	(us) August, 1992 (eu) October 8, 1992
Genre	Sports
Mode	1-2 Players

The 1992 edition of Electronic Arts' basketball series centers on the 1992 Olympics in Barcelona and features the original US "Dream Team" with such legendary players as Michael Jordan, Magic Johnson, Larry Bird, Charles Barkley and Karl Malone.

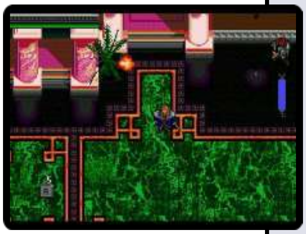
In addition to the US team there are 13 other national teams with real team rosters. There is also an "All-World" team with the best of the non-US players.

EASN
PRESENTS
TEAM
USA
BASKETBALL
ELECTRONIC ARTS
SEGA

Rarity US: 3
Rarity EU: 3

6.0

TECHNOCLASH
COPYRIGHT 1993 ZONO INC.
LICENSED BY SEGA ENTERPRISES LTD



N P B

Technoclash

Developer	Zono, BlueSky Soft., Nu Romantic Product.
Publisher	Electronic Arts
Release date	(us) August, 1993 (eu) 1993
Genre	Action role-playing
Mode	1 Player

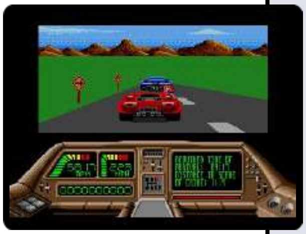
In Technoclash, a world populated by wizards is invaded by a race of machines, causing havoc. Ronaan, a wizard, embarks on a journey after a magical staff is stolen from his homeland. It's up to Ronaan, Farrg and Chaz to prevent the destruction of their world as they travel through Las Vegas, a junkyard, a desert and the heart of the Machine Empire.

ELECTRONIC ARTS
TECHNO CLASH
SEGA

Rarity US: 2
Rarity EU: 3

4.5

TECHNOCOP
©1990 RAZORSOFT, INC.
LICENSED BY SEGA ENTERPRISES LTD.



N

Techno Cop

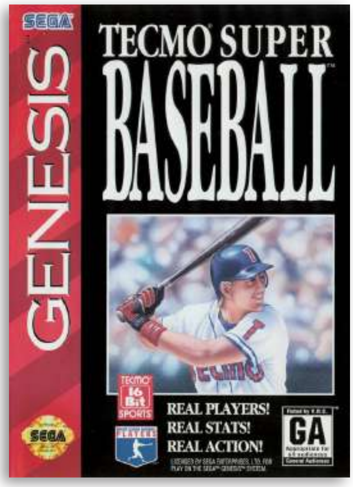
Developer	Gray Matter, Imagexcel, Punk Development
Publisher	RazorSoft
Release date	(us) 1990
Genre	Run 'n` gun, Racing
Mode	1 Player

Techno Cop is a port of a 1988 action video game. The gameplay combines pseudo-3D driving in the graphical style of Outrun with side-scrolling action as the player controls a police officer driving to and then moved through various seedy locations in a one-man war against crime.

It was the first game on the Genesis to have a warning label due to its violent content.

SEGA
GENESIS
RazorSoft
technocop
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 3


SEGA
GENESIS
TECMO SUPER
BASEBALL
REAL PLAYERS!
REAL STATS!
REAL ACTION!
GA

Rarity US: 2

Tecmo Super Baseball

Developer	Sculptured Software
Publisher	Tecmo
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

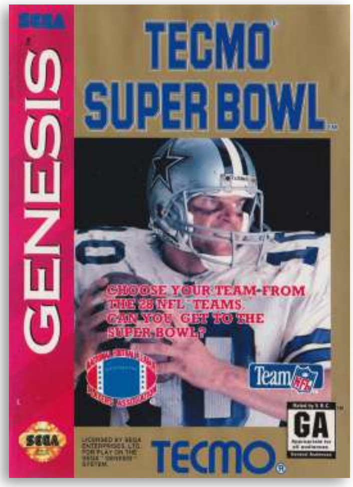
Tecmo Super Baseball features all 28 MLB teams that existed at the time. However, the only license the game has is the MLBPA license, meaning that while the game does feature actual players, there are no team names or logos. The teams wear uniforms without logos and are only named by their city (the teams that share the cities of Chicago and New York are separated by having either an A or N after their name, denoting their league).

6.3

TECMO
SUPER
BASEBALL
MAJOR LEAGUE BASEBALL PLAYERS
©MLBPA

BALLS
STRIKES
OUTS

N


SEGA
GENESIS
TECMO
SUPER BOWL
CHOOSE YOUR TEAM FROM THE 28 NFL TEAMS
CAN YOU GET TO THE SUPER BOWL?
TECMO
GA

Rarity US: 2

Tecmo Super Bowl

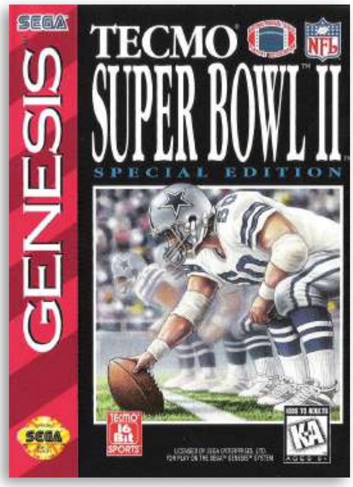
Developer	Tecmo
Publisher	Tecmo
Release date	(us) 1993
Genre	Sports
Mode	1-2 Players

This is one of several games in their Tecmo Super Bowl series of American football games to have the name “Tecmo Super Bowl”. Players can play with real National Football League players and teams in this 2D, side-scrolling arcade game. All of the features from the 8-bit game remain intact, with new ones additions, including updated player rosters, options for weather effects, multiple season play, adjustable game time length, and an offensive playbook.

7.4

TECMO
SUPER
BOWL
PRESS START BUTTON
TM AND © TECMO. LTD. 1993
LICENSED BY
SEGA ENTERPRISES LTD.

J N


SEGA
GENESIS
TECMO
SUPER BOWL II
SPECIAL EDITION
KA

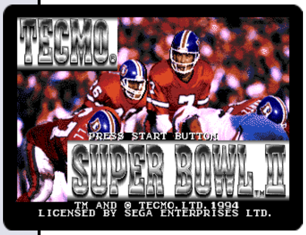
Rarity US: 5

Tecmo Super Bowl II: Special Edition

Developer	Tecmo
Publisher	Tecmo
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

Tecmo Super Bowl 2 still had all of Tecmo’s features (breaking tackles), but once again teamed with the NFLPA, the game had names for nearly all of its players, with a few players still under generic names. The game also added a new feature, “trade player”. A preseason three-week period allows up to three trades to be made. Also, all rosters have been increased to 37 players for each team.

7.6

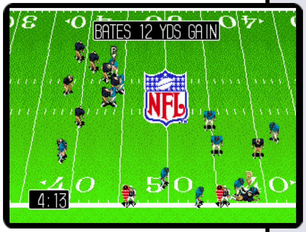

TECMO
PRESS START BUTTON
SUPER BOWL II
TM AND © TECMO, LTD. 1994
LICENSED BY SEGA ENTERPRISES LTD.

25-MCAFEE
NFL
50
40
5:00

J N

7.3

TECMO
SUPER BOWL III
Final Edition
PRESS START BUTTON
TM AND © TECMO, LTD. 1995
LICENSED BY SEGA ENTERPRISES LTD.

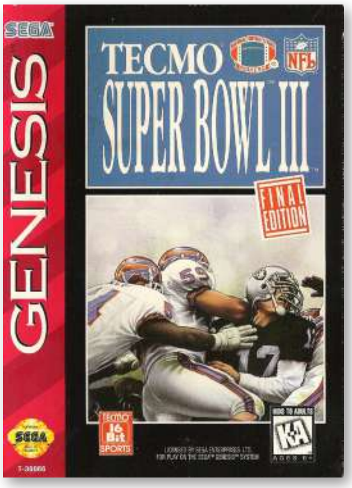

BATES 12 YDS GAIN
4:13

N

Tecmo Super Bowl III: Final Edition

Developer	Tecmo
Publisher	Tecmo
Release date	(us) October, 1995
Genre	Sports
Mode	1-2 Players

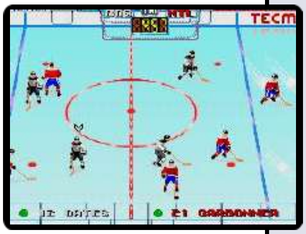
Although Tecmo Super Bowl II: Special Edition added many new features during its limited release, Tecmo Super Bowl III added even more to make the “Final Edition” the last installment of the series. One new additions was the new Super Star Editor. It allows for creating players while using a limited point system. These created players can be improved upon, but only if they do well in Season Mode.


SEGA
GENESIS
TECMO
SUPER BOWL III
FINAL EDITION

Rarity US: 4

7.3

TECMO
SUPER HOCKEY
START GAME
TM AND ©TECMO, LTD. 1994
LICENSED BY SEGA ENTERPRISES, LTD.



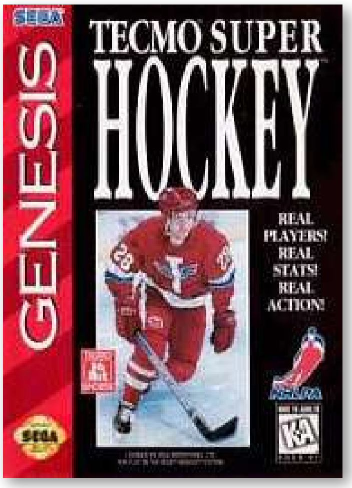
N

Tecmo Super Hockey

Developer	Malibu Games
Publisher	Tecmo
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

Tecmo’s take on ice hockey, Tecmo Super Hockey features the license from the NHLPA, having the top players of the game at the time. It offers exhibition and regular games as well as playing a season with updated stats and the ability to play in the All-Star game as well. Gameplay is similar to other games, with buttons to pass, shoot, making slap-shots and fake shots, as well as fighting, which is not a common feature.

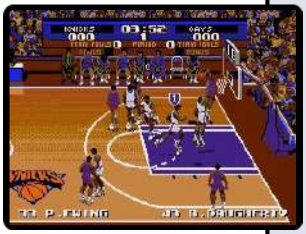
“mobygames.com”


SEGA
GENESIS
TECMO SUPER
HOCKEY
REAL PLAYERS! REAL STATS! REAL ACTION!

Rarity US: 3

6.1

TECMO
SUPER NBA BASKETBALL
START GAME
©TECMO, LTD. 1993



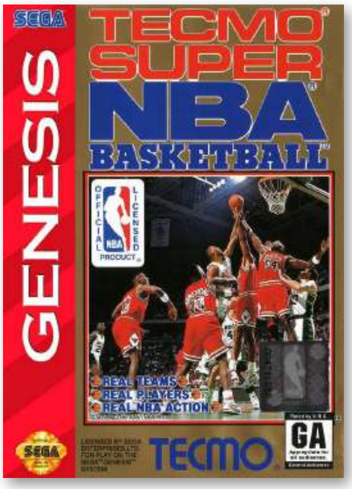
J N

Tecmo Super NBA Basketball

Developer	Sculptured Software
Publisher	Tecmo
Release date	(us) 1993
Genre	Sports
Mode	1-2 Players

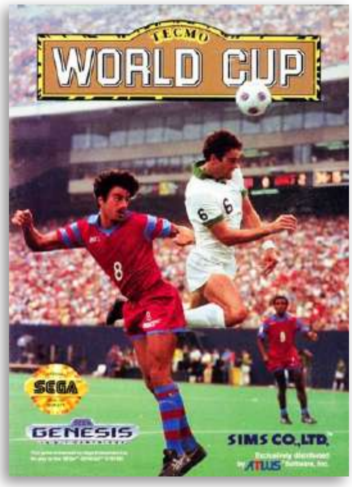
Tecmo Super NBA Basketball is the Genesis equivalent of the original Tecmo NBA Basketball. The game is also one of the few ones for 16-bit generation where it is possible to watch every single game instead of playing only with the team players select.

Though primarily horizontal scrolling, digitized speech and cinemas, along with a free throw point of view, add drama to the proceedings.


SEGA
GENESIS
TECMO SUPER NBA BASKETBALL
REAL TEAMS
REAL PLAYERS
REAL NBA ACTION
TECMO

Rarity US: 2

Tecmo World Cup


TECMO
WORLD CUP
SEGA
GENESIS
SIMS CO.,LTD.
ATLUS

Rarity US: x

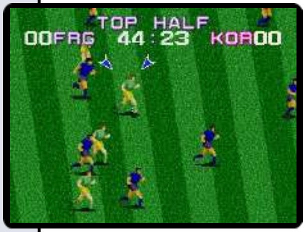
Developer	Tecmo, Hertz Co., Ltd.
Publisher	Atlus, (jp) SIMS
Release date	(us) December, 1992
Genre	Sports
Mode	1 Player

Tecmo World Cup ‘90 is a 1989 soccer arcade game by Tecmo. This was an unfaithful port developed by SIMS for the Sega Mega Drive renamed simply Tecmo World Cup, Tecmo World Cup ‘92 in Japan.

The game offers 24 different national teams from across the world, although the choices aren’t based on any official tournament from the era. While most use English names, for some reason a small handful teams are known by their native tongue.

5.3

TECMO
WORLD CUP '92
1P PLAY
2P PLAY
WORLD CUP
OPTION
SIMS
©TECMO LTD 1990
REPROGRAMMED GAME ©SIMS CO.,LTD 1992


TOP HALF
00FRG 44:23 KOR00

J N

Teenage Mutant Ninja Turtles: The Hyperstone Heist

KONAMI
TEENAGE MUTANT NINJA
TURTLES
THE HYPERSTONE HEIST
GENESIS
SEGA

Rarity US: 4
Rarity EU: 3

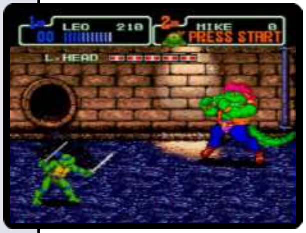
Developer	Konami
Publisher	Konami
Release date	(us) December, 1992
	(eu) 1993
Genre	Beat ‘em up
Mode	1-2 Players

The Hyperstone Heist is a beat-’em-up sidescroller based heavily off the game Turtles in Time which came out on the SNES and Arcade, though it also borrows elements from the first TMNT arcade game.

Bosses include Leatherhead, Rocksteady, Tatsu, Baxter Stockman, Krang and Super Shredder.

7.8

TEENAGE MUTANT NINJA
TURTLES
THE HYPERSTONE HEIST
PRESS START BUTTON
©1992 KONAMI
ALL RIGHTS RESERVED.


LEO 218
MIKE 0
PRESS START
L.HEAD

J N P B

Teenage Mutant Ninja Turtles: Tournament Fighters

SEGA
GENESIS
KONAMI
TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT FIGHTERS
GA

Rarity US: 3
Rarity EU: 4

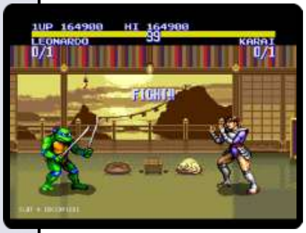
Developer	Konami
Publisher	Konami
Release date	(us) December 2, 1993
	(eu) December 2, 1993
Genre	Fighting
Mode	1-2 Players

Konami produced a different fighting game based on the franchise for each of the three platforms (NES, SNES, MD), featuring a differing cast of characters.

The game has eight playable characters, which includes the four Turtles and Casey Jones, as well as April O’Neil, Ray Fillet, and Sisyphus.

6.1

TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT FIGHTERS
1 PLAYER
2 PLAYERS
TOURNAMENT
PRACTICE
OPTIONS
©1993 KONAMI CO.,LTD.
ALL RIGHTS RESERVED.


1UP 164900
HI 164900
LEONARDO
KARAI
0/1
99
0/1
FIGHT!

J N P

6.6

THE
TERMINATOR
START GAME
OPTIONS

N P

The Terminator

Developer	Probe Software, Krisalis Software
Publisher	Virgin Games
Release date	(us) February, 1992
	(eu) July, 1992
Genre	Action-platformer
Mode	1 Player

The Terminator, based on the 1984 film of the same name, have the main character, Kyle Reese, traverses through levels that closely parallel the movie's environment. In all levels, the main character has a jump and has various weapons throughout the game.

The first level takes place in the future, with later levels taking place in modern settings. The final level takes place inside the Cyberdyne factory.

GENESIS
THE TERMINATOR
Virgin GAMES
SEGA

Rarity US: 3
Rarity EU: 2

6.6

TETRIS
PUSH START BUTTON

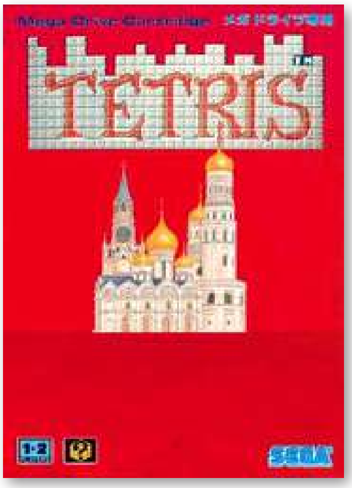
PLAYER1
HI-SCORE
NEXT
LINE
LEVEL
STATUS

J

Tetris

Developer	Sanritsu Denki
Publisher	Sega
Release date	(jp) 1989
Genre	Puzzle
Mode	1-2 Players

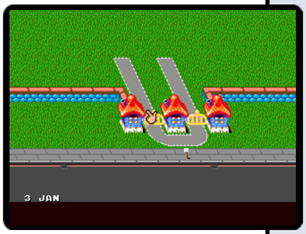
Sega's arcade version of Tetris was a phenomenal success in Japan, prompting multiple extra versions of the game. Less successful was Sega's attempt and bringing this version to the Mega Drive. Much like Tengen's NES version, sales were blocked in Japan, likely this time by Bullet-Proof Software, and it is thought that as little as only 10 cartridges were ever produced. What few copies survive are extremely rare, being sold in auctions for up to US$16,000.


Mega Drive Cartridge
TETRIS
SEGA

Rarity JP: 10

6.9

theme PARK
BULLFROG



N P

Theme Park

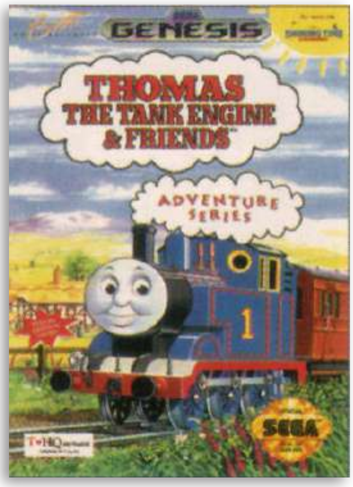
Developer	Bullfrog Productions, Images Software
Publisher	Electronic Arts
Release date	(us) May 2, 1995
	(eu) April, 1995
Genre	Simulation, Strategy
Mode	1 Player

Theme Park is a management simulator. Players are given a plot of land and are tasked with buying (and creating) rides, as well as organising the general layout of the park, staff and attempting to keep visitors happy without going bankrupt.

For Saturn, the game was technically released twice in Japan, first this release, and again as Shin Theme Park, a localised variant.

theme PARK
SEGA
DESIGNER SERIES
BULLFROG

Rarity US: 5
Rarity EU: 2


GENESIS
THOMAS THE TANK ENGINE & FRIENDS
ADVENTURE SERIES
SEGA
T•HQ

Rarity US: 4

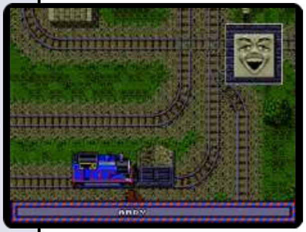
Thomas the Tank Engine & Friends

Developer	Malibu Interactive
Publisher	THQ
Release date	(us) August 2, 1993
Genre	Action-adventure
Mode	1 Player

Thomas the Tank Engine & Friends is a 1993 US-only Genesis game starring the characters from the children's television show Thomas the Tank Engine & Friends. The game, aimed towards the preschool demographic, has players controlling several different characters from the show's universe. The game has four components that make up gameplay: Game, Race, Explore and a coloring book section.

5.0

THOMAS THE TANK ENGINE & FRIENDS
START
OPTIONS



Ⓝ

SEGA GENESIS
THUNDER FORCE II
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 3
Rarity EU: 4

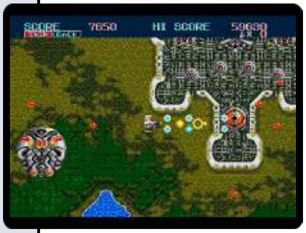
Thunder Force II

Developer	Technosoft
Publisher	Sega, (jp) Technosoft
Release date	(us) August 14, 1989 (eu) September, 1990
Genre	Shooter
Mode	1 Player

Thunder Force II is a scrolling shooter first released in Japan in 1988 for the Sharp X68000 computer. The X68000 version of the game has slightly better visuals than its Genesis counterpart. For example, some of the top-view oriented stage backgrounds have parallax scrolling/transparency effects which the Genesis version lacks. On the other hand, sprites in the X68000 game are typically larger, but also usually less animated.

6.7

THUNDER FORCE II
©Techno Soft


SCORE 7650 HI SCORE 59630

Ⓙ Ⓝ Ⓟ Ⓑ

SEGA GENESIS
THUNDER FORCE III
OFFICIAL SEGA GENESIS SEAL OF QUALITY
Technosoft
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 4

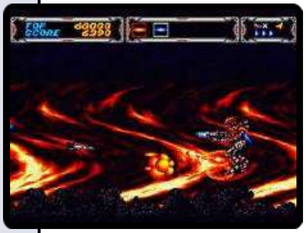
Thunder Force III

Developer	Technosoft
Publisher	Technosoft
Release date	(us) 1990 (eu) 1992
Genre	Shooter
Mode	1 Player

The setting of Thunder Force III takes place about 100 years after Thunder Force and directly after Thunder Force II. For Thunder Force III, the free-directional, overhead stage format featured in the previous two games is removed and replaced entirely by the horizontally aligned stage format. The horizontal format becomes the new standard for the following games.

8.0

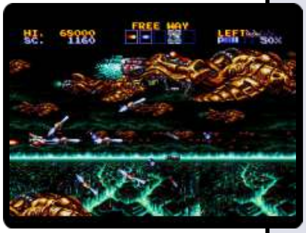
THUNDER FORCE III
© Tecno Soft



Ⓙ Ⓝ Ⓟ Ⓑ

8.5

LIGHTENING FORCE
PRESS START BUTTON
©1992 Technosoft


HI. 65000
SC. 1160
FREE WAY
LEFT

J N P

Thunder Force IV

Developer	Technosoft
Publisher	Sega, (jp) Technosoft
Release date	(us) 1992 (eu) 1992
Genre	Shooter
Mode	1 Player

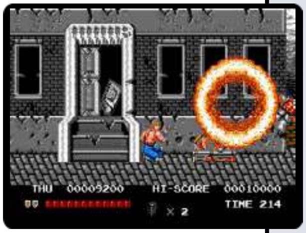
Thunder Force IV was the very first game with a sophisticated regional lockout program. It also has the distinction of being one of the only European Mega Drive games to have been properly adjusted for the screen refresh rate of European PAL televisions. The game ran at the correct speed unlike most games which ran 16.7% slower than their NTSC counterparts due to the lack of any adjustments by European software distributors.

GENESIS
SEGA
Lightening Force
QUEST FOR THE DARKSTAR

Rarity US: 4
Rarity EU: 3

5.9

THUNDER FOX
PRESS START BUTTON
TAITO
© TAITO 1991
LICENSED BY SEGA ENTERPRISES LTD.

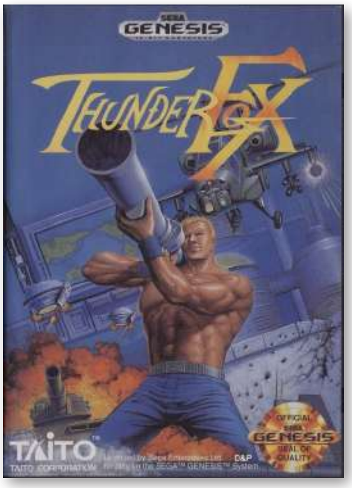

THU 00009200
HI-SCORE 00010000
TIME 214
× 2

J N

ThunderFox

Developer	Taito, Aisystem Tokyo
Publisher	Taito
Release date	(us) 1991
Genre	Beat-’em-up
Mode	1 Player

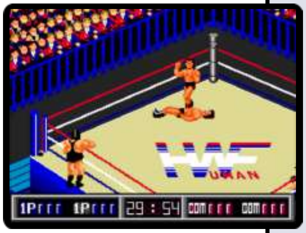
Thunder Fox is a 1990 arcade beat-’em-up by Taito ported to the Sega Mega Drive in 1991. The gameplay is similar to other popular side scrolling action games like Namco’s Rolling Thunder, and Sega’s Shinobi. What makes this game unique is that the game gives players the opportunity use their obtained weapons (save for the hand grenades) as melee weapons which helps conserve ammunition for when it’s needed.


GENESIS
THUNDER FOX
TAITO
OFFICIAL GENESIS SEAL OF QUALITY

Rarity US: 4

5.7

サンダープロレスリング
列伝
PUSH START BUTTON
©HUMAN 1992



J

Thunder Pro Wrestling Retsuden

Developer	Human Entertainment
Publisher	Human Entertainment
Release date	(jp) March 27, 1992
Genre	Sports
Mode	1-2 Players

Thunder Pro Wrestling Retsuden is a Japan-exclusive professional wrestling video game. This is the only game in the Fire Pro Wrestling series to be released for the Mega Drive.

The game features an “Exciting” mode that allows players to take on each other, an elimination mode where ten chosen wrestlers compete to win, and a handicap mode.

Mega Drive Cartridge メガドライブ専用
サンダープロレスリング
列伝
HUMAN

SEGA
THE TICK
GENESIS
MA-13

Rarity US: 3

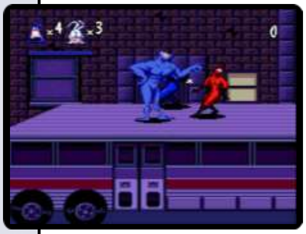
The Tick

Developer	Software Creations
Publisher	Fox Interactive
Release date	(us) 1994
Genre	Beat 'em up
Mode	1 Player

The Tick is very typical for the side-scrolling genre. However, it turns into an semi-isometric view like in Streets of Rage once enemies appear on the screen. The Tick's signature humor is also present in various parts of the game, such as his unorthodox gestures and "Spoon!" battle cry after completing and starting a level. 44 levels make up the game with "wobble" environments and arcade style graphics.

5.0

THE TICK
PRESS START



N

MODEM
メガドライブ専用
メガモデム
対応ソフト
TEL TEL
まあじゃん
SUNSOFT
このソフトはモデムがなくても遊べます。

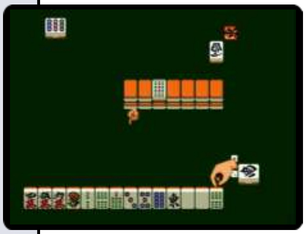
Tel-Tel Mahjong

Developer	Sunsoft
Publisher	Sunsoft
Release date	(jp) June 8, 1990
Genre	Board game
Mode	1 Player

Tel-Tel Mahjong is a Mega Drive Mahjong game that was released exclusively in Japan in 1990. Part of the Tel-Tel series that included Tel-Tel Stadium, it was one of the few games that used the Mega Modem, allowing for two-player games via the Sega Net Work System. Up to three players can play the "host" player in addition to being able to play against computer opponents.

6.6

まあじゃん
PUSH START BUTTON
© 1990 SUNSOFT
GAME STRATEGY ALGORITHM
LICENSED FROM CHATNOIR



J

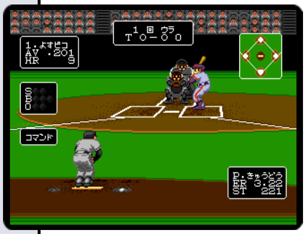
メガドライブ専用
TEL-TEL
スタジアム
野球シミュレーション
SUNSOFT
MEMORY BACK UP
MODEM
メガモデム
対応ソフト（モデムがなくても遊べます）

Tel-Tel Stadium

Developer	Sunsoft
Publisher	Sunsoft
Release date	(jp) October 21, 1990
Genre	Sports
Mode	1 Player

Tel-Tel Stadium is a baseball game with generic Japanese teams. The main draw of this particular version is online play through a phone line. Unlike many baseball games, Tel-Tel Stadium takes a rather hands-off approach to the action, allowing the player to give commands to the batter, pitcher, and fielders rather than directly controlling them. In addition to the now-defunct online mode, it can be played single-player offline with an exhibition match.

TEL-TEL
スタジアム
© 1990 SUNSOFT

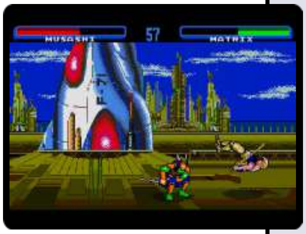


J

3.7

Time Killers

STRATA
TIME KILLERS
1 PLAYER
2 PLAYERS
OPTIONS
LICENSED BY SEGA ENTERPRISES, LTD.


MUSASHI
57
MATRIX

N P

Developer	Incredible Technologies
Publisher	Black Pearl Software
Release date	(us) 1996
	(eu) 1996
Genre	Fighting
Mode	1-2 Players

Time Killers is one of the earliest weapon-based fighting games modeled after Capcom's Street Fighter II. It was later overshadowed by the success of SNK's weapon-based fighting game, Samurai Shodown. In Time Killers, eight characters from different periods in history face off with each other, and then Death, for a chance at immortality.

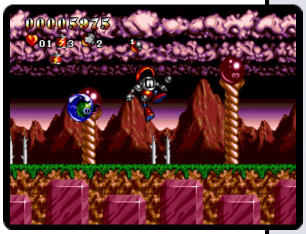
SEGA
GENESIS
TIME KILLERS
ARCADE CLASSIC
MATURE
M

Rarity US: 5
Rarity EU: 6

6.9

Tinhead

TINHEAD
START
ENTER PASSWORD
OPTIONS
Developed by MicroProse U.K.



N

Developer	MicroProse
Publisher	Ballistic, (rerelease) Spectrum HoloByte
Release date	(us) 1993
Genre	Platformer
Mode	1 Player

TinHead is a platform game. Some exploration is required to find the exit or gather extra health or points. Attacking enemies is done by shooting them with small metal orbs that come out of TinHead's head.

The game was re-released the following year, now with Spectrum HoloByte responsible for publishing.

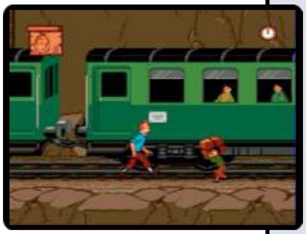
SEGA
GENESIS
TINHEAD
GA

Rarity US: 4

5.8

Tintin in Tibet

Tintin in Tibet
GAME
OPTIONS



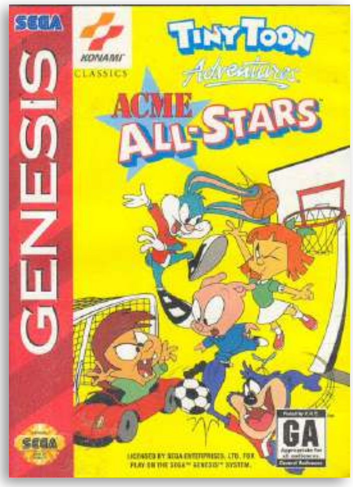
P

Developer	Infogrames
Publisher	Infogrames
Release date	(eu) 1996
Genre	Platformer, Adventure
Mode	1 Player

A platformer starring Tintin, Tintin in Tibet follows on the heel of Infogrames Asterix & Obelix, with the same gameplay. Although the game will prove easy for the expert gamer, there are many levels to pass, each of which features new locations, enemies, and obstacles that serve to advance the storyline.

MEGA DRIVE
Tintin au Tibet
INFOGRAMES
SEGA

Rarity EU: 5



Rarity US: 3
Rarity EU: 4

Tiny Toon Adventures: ACME All-Stars

Developer Konami
Publisher Konami
Release date (us) May 20, 1994
(eu) November, 1994
Genre Sports
Mode 1-4 Players

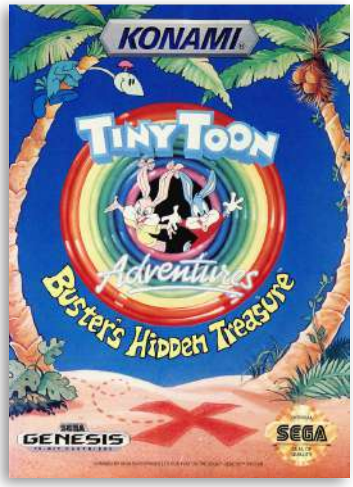
Very similar to Tiny Toon Adventures: Wacky Sports Challenge released on both the SNES and the Game Boy, ACME All-Stars is a sports title that allows the player to make a team out of several iconic characters from the show. There are five different games to choose from including basketball, soccer, bowling, an obstacle course race, and a whack-a-mole syle game.

7.2

PRESS 1P START BUTTON

TIME 1:09
00 - 00

N P B



Rarity US: 3
Rarity EU: 2

Tiny Toon Adventures: Buster's Hidden Treasure

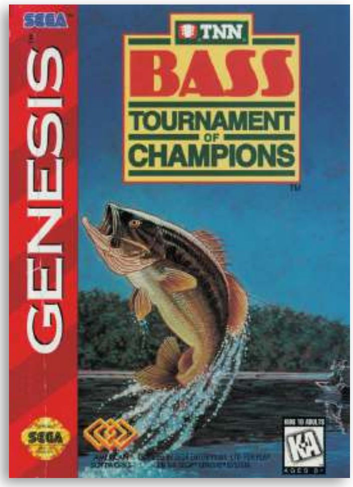
Developer Konami
Publisher Konami
Release date (us) March, 1993
(eu) June, 1993
Genre Platformer
Mode 1 Player

Buster Bunny's mission in this game is to trace down and defeat Montana Max, who has stolen treasure and Babs Bunny. To complete each level, Buster must find Gogo Dodo, who will allow him to enter a portal. Additionally, Buster can find portals reminiscent of the show's rainbow-coloured logo, that will take Buster into Wackyland in the form of a bonus level.

7.6

PRESS START

N P B



Rarity US: 2

TNN Bass Tournament of Champions

Developer Imagitec Design
Publisher American Softworks
Release date (us) 1993
Genre Sports
Mode 1 Player

TNN Bass Tournament of Champions is a fishing game based on the defunct Nashville Network (now known as Spike). It is known in Japan as Larry Nixon's Super Bass Fishing and was endorsed by professional fisherman Larry Nixon as well as the Nippon Bass Club. The object of the game is to catch as much large bass as possible so that the player can advance through the tournaments and eventually win the championship.

5.9

TNN BASS TOURNAMENT OF CHAMPIONS

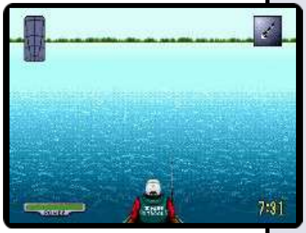
LURE
LINE
REEL
ROD
SET
EXIT

N

TNN Outdoors Bass Tournament '96

5.6

TNN
OUTDOORS
BASS
TOURNAMENT '96
PRESS 'START' BUTTON

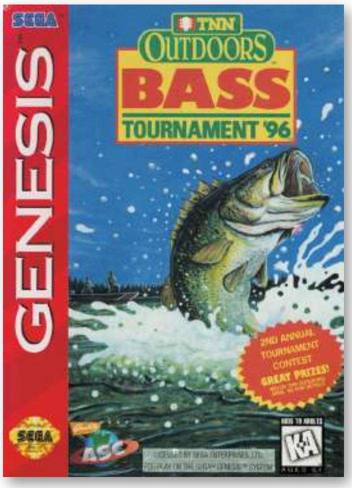


N

Developer	Imagitec Design
Publisher	ASC Games
Release date	(us) 1996
Genre	Sports
Mode	1 Player

TNN Outdoors Bass Tournament '96 is a sequel to TNN Bass Tournament of Champions. While the graphics were slightly enhanced, the goal of the game is primarily the same.

Due to the game's Sega Genesis-only release, SNES players were denied a true sequel to TNN Bass Tournament of Champions.

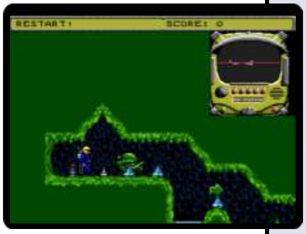

SEGA
GENESIS
TNN
OUTDOORS
BASS
TOURNAMENT '96
2ND ANNUAL TOURNAMENT CONTEST
GREAT PRIZES!
ASC
K-A

Rarity US: 2

Todd's Adventures in Slime World

5.9

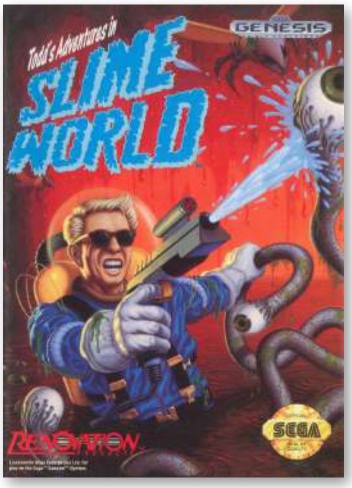
Todd's Adventures in
SLIME
WORLD
Press Start Button
Presented by Micro World Co., Ltd.
Licensed by Sega Enterprises Ltd.
TM
Copyright 1991 Epyx, Inc.


RESTART:
SCORE: 0

J N

Developer	Epyx
Publisher	Renovation Products, (jp) Micro World
Release date	(us) June, 1992
Genre	Platformer
Mode	1-2 Players

Designed by M. Peter Engelbrite, who also created the Lynx classic Gates of Zendocon, and a number of Atari 2600 titles, it is notable for containing an early example of a large-scale multiplayer combat game, for having extremely varied gameplay, for being a side-scroller with a useful automap system before Super Metroid, and for teasing players with its vast number of secret areas.

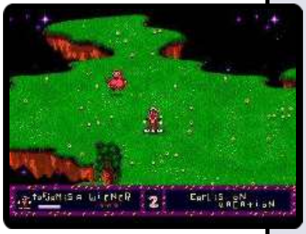

Todd's Adventures in
SLIME WORLD
GENESIS
RENOVATION
SEGA

Rarity US: 3

ToeJam & Earl

8.2

toEjAM
&
EaRL
TM



J N P B

Developer	Johnson-Voorsanger Pr., Nu Romantic Pr.
Publisher	Sega
Release date	(us) October, 1991 (eu) November, 1991
Genre	Action
Mode	1-2 Players

ToeJam & Earl stars two extraterrestrial rappers who, by way of pilot error, end up crash-landing on Earth. While there, they must search for the missing pieces of their spacecraft in hopes of reassembling it. The game frequently parodies and satirizes 1990s urban culture, and includes common 90s slang and a funk soundtrack. Much of this charm is what drew people toward the game.

SEGA
GENESIS
JAMMIN'!
SEGA
ToeJam & Earl

Rarity US: 4
Rarity EU: 3

GENESIS
ToeJam & Earl in Panic on Funkotron
SEGA
GA

Rarity US: 3
Rarity EU: 3

ToeJam & Earl in Panic on Funkotron

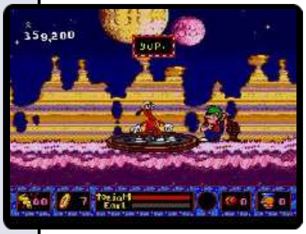
Developer	Johnson-Voorsanger Pr., Nu Romantic Pr.
Publisher	Sega
Release date	(us) 1993 (eu) January 16, 1994
Genre	Platformer
Mode	1-2 Players

The game's platform format was a departure from the original ToeJam & Earl, a treasure hunt game with randomly generated levels, inspired by the game Rogue.

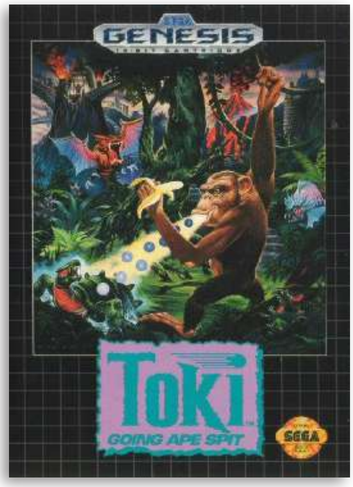
It was also a commercial success, but fans of ToeJam & Earl were disappointed and confused by the radical change in direction.

8.0

ToeJam & Earl
PANIC ON FUNKOTRON
©1993 SEGA
Press Start



N P B


GENESIS
Toki
GOING APE SPIT
SEGA

Rarity US: 5
Rarity EU: 4

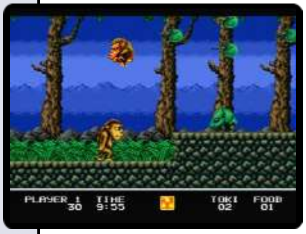
Toki: Going Ape Spit

Developer	TAD Corporation, Santos
Publisher	Sega
Release date	(us) 1992 (eu) March, 1992
Genre	Platformer
Mode	1-2 Players

Toki was designed by Akira Sakuma and features elements of tongue-in-cheek humor combined with the action. The player takes control of an enchanted ape who must battle hordes of jungle monsters with energy balls from his mouth. The ultimate goal is to destroy the evil wizard who cast a spell on the title protagonist; thereby transforming him from an ape back into a human, and rescuing the kidnapped princess.

7.0

TOKI
TM
PRESS START BUTTON
© 1989 TAD CORPORATION
REPROGRAMMED GAME © 1991 SEGA


PLAYER 1 30
TIME 9:55
TOKI 02
FOOD 01

J N P B

SEGA
GENESIS
TOM and JERRY
Frantic Antics!
HI TECH EXPRESSIONS
GA

Rarity US: 4

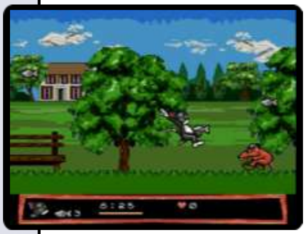
Tom & Jerry: Frantic Antics!

Developer	Beam Software
Publisher	Hi-Tech Expressions, (jp) Altron
Release date	(us) 1994
Genre	Platformer
Mode	1-2 Players

Tom and Jerry, the famous cartoon cat-and-mouse duo, have stopped fighting each other for a change. Their friend, the young girl Robyn, has been kidnapped, and it's up to them to rescue her. Starting out in the suburbs, the cat and mouse team must make their way through eight stages of platform action, moving through the city and into the mountains, all the while collecting fish and cheese, and finding occasional footballs to take out their enemies.

6.4

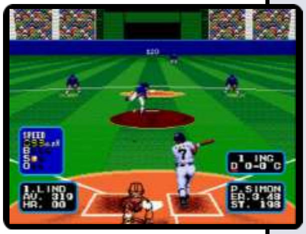
TOM and JERRY
FRANTIC ANTICS
PRESS START



J N

6.1

SUPER LEAGUE
PUSH START BUTTON
© SEGA 1989



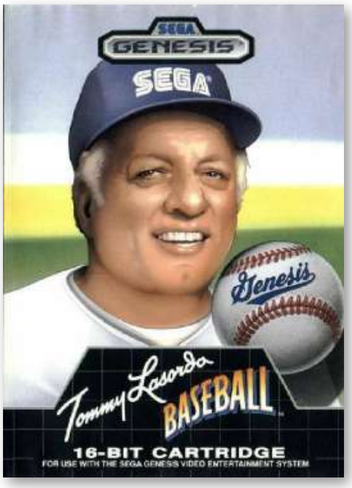
J N P B

Tommy Lasorda Baseball

Developer	Sega
Publisher	Sega
Release date	(us) 1989
	(eu) 1990
Genre	Sports
Mode	1-2 Players

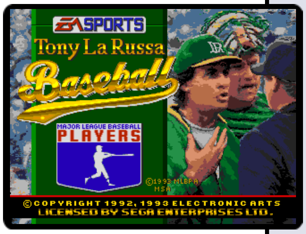
Tommy Lasorda personally endorsed this video game; at the time he was the manager of the Los Angeles Dodgers. The game is not licensed by any professional baseball league, making all team and player names fictional. Game modes include single game exhibitions and a 30-game season mode.

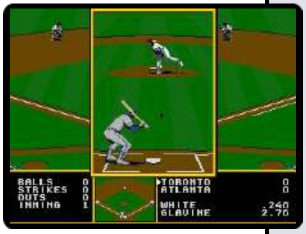
Due to an agreement with Sega, this game was never released for any other home console.


SEGA GENESIS
Tommy Lasorda BASEBALL
16-BIT CARTRIDGE

Rarity US: 1
Rarity EU: 5

4.9


EA SPORTS
Tony La Russa Baseball
MAJOR LEAGUE BASEBALL PLAYERS
©COPYRIGHT 1992, 1993 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD.



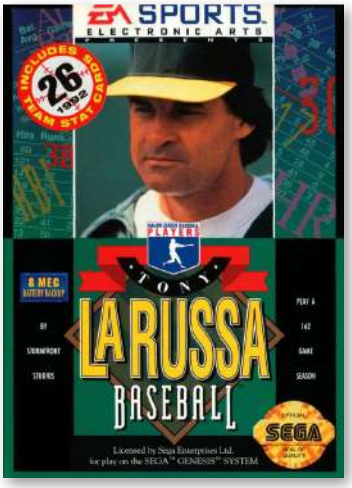
N P

Tony La Russa Baseball

Developer	Beyond Software, Electronic Arts
Publisher	EA Sports
Release date	(us) 1993
	(eu) N/A
Genre	Sports
Mode	1-2 Players

Tony La Russa's Baseball features over 500 real players, keeps statistics with 14 categories and gives players the option to watch, manage or play a game. The game has supported of STATS (Sports Team Analysis & Tracking Systems) to compile statistics, along with a digitized pitcher and batter animations to make it seem more realistic.

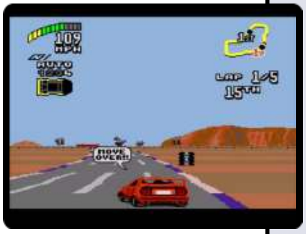
"mobygames.com"


EA SPORTS
TONY LA RUSSA BASEBALL
SEGA

Rarity US: 1
Rarity EU: 4

7.1

VIC TOKAI PRESENTS
TOP GEAR 2
PRESS START
© 1994 KENCO
© 1994 GREMLIN GRAPHICS SOFTWARE LTD.
LICENSED BY SEGA ENTERPRISES, LTD.
DISTRIBUTED BY VIC TOKAI, INC.



N

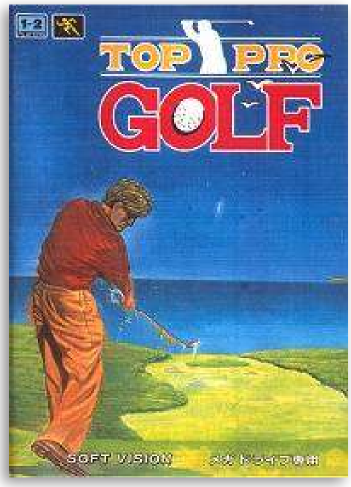
Top Gear 2

Developer	Gremlin Graphics
Publisher	Vic Tokai
Release date	(us) 1994
Genre	Racing
Mode	1-2 Players

In this sequel, the game becomes more realistic, with a damage diagram on the left side of the screen, slower cars, and the possibility to upgrade the machine. The cars become more difficult to handle and the opponents are faster and tougher than in the previous game. The new addition of weather also plays a role, forcing the player to change from dry to wet tires. The game takes place in 16 countries including 64 cities, starting with Australasia (Australia and New Zealand).

SEGA
GENESIS
TOP GEAR 2

Rarity US: 4


TOP PRO GOLF
SOFT VISION

Top Pro Golf

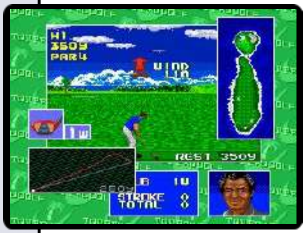
Developer	Coconuts Japan, Varie
Publisher	Soft Vision
Release date	(jp) June 19, 1992
Genre	Sports
Mode	1-2 Players

Top Pro Golf, just like its sequel, is a no-frills golf simulator. The game plays just like its successor and offers one fictional course, several golfers to choose from, stroke and match play against the computer or a friend, and a tournament mode for two players.

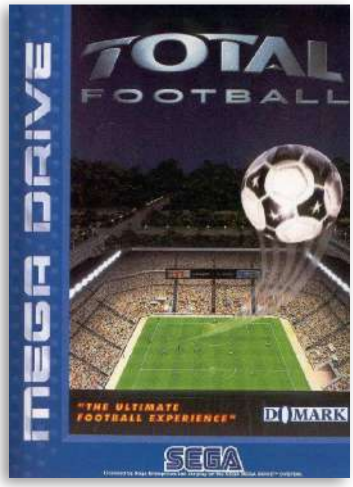
"mobygames.com"

7.0

TOP PRO GOLF
PUSH START BUTTON
© 1992 SOFT VISION



J


MEGA DRIVE
TOTAL FOOTBALL
"THE ULTIMATE FOOTBALL EXPERIENCE"
DOMARK
SEGA

Rarity EU: 4

Total Football

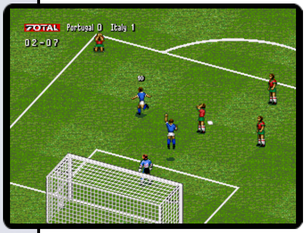
Developer	Domark
Publisher	Domark
Release date	(eu) 1995
Genre	Sports
Mode	1-2 Players

Named after the tactic invented by Rinus Michels and their "Clockwork Oranges" Dutch team of the 70's, Total Football is an International competition game including 52 teams (including an all-star team) and compete in a 16 team league, 32 team knockout and a 32 team tournament similar to the World Cup.

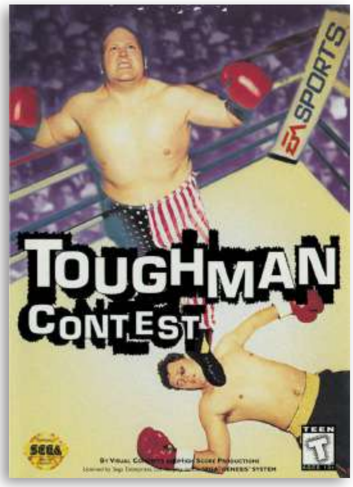
Options include the usual in the genre: half length (3,5,10,20 and 45 minutes), weather conditions, referee strictness, tie decision and sound.

6.3

TOTAL FOOTBALL


TOTAL Portugal 0 Italy 1
02-07

P


EA SPORTS
TOUGHMAN CONTEST
SEGA
TEEN

Rarity US: 2
Rarity EU: 5

Toughman Contest

Developer	Visual Concepts, High Score Productions
Publisher	EA Sports
Release date	(us) July 15, 1995 (eu) 1995
Genre	Sports
Mode	1-2 Players

The game is based on the Toughman Contest, an amateur boxing competition. It features Eric "Butterbean" Esch as the cover character as well as the game's final boss.

GamePro gave the Genesis version a rave review, commenting that the game has clean and well-animated graphics, bizarre and humorous background animations, a surprising selection of special moves, and an enjoyable two-player mode.

4.8

EA SPORTS PRESENTS
TOUGHMAN Contest
COPYRIGHT (C) 1995 ELECTRONIC ARTS
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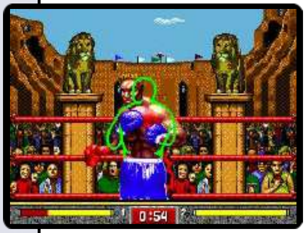
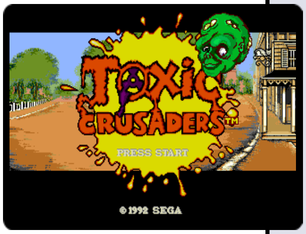
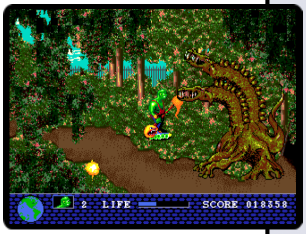


N P

Toxic Crusaders

4.8


TOXIC CRUSADERS
PRESS START
©1992 SEGA


2 LIFE
SCORE 018358

Ⓝ

Developer	Infogrames
Publisher	Sega
Release date	(us) December, 1992
Genre	Beat-’em-up
Mode	1-2 Players

Toxic Crusaders, based on the animated TV series, is a side-scrolling beat-’em-up. The player can choose to play as either Toxie, NoZone or Junkyard, with no actual difference for the gameplay, which consists of running around beating aliens with melee or distance attacks and sometimes jumping over or evading deadly gaps or pools of water.

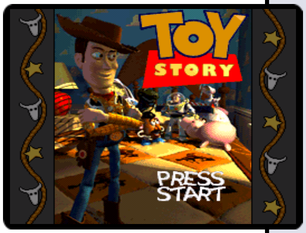
“mobygames.com”

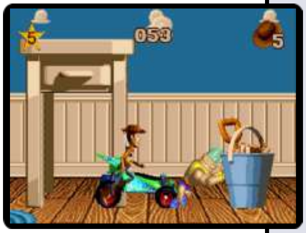
GENESIS
TOXIC CRUSADERS
SEGA

Rarity US: 4

Toy Story

7.2

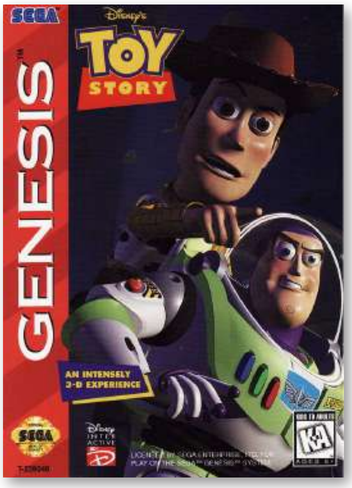

TOY STORY
PRESS START



Ⓝ Ⓟ Ⓑ

Developer	Traveller’s Tales, Disney Interactive Studios
Publisher	Disney Interactive Studios
Release date	(us) April 25, 1996
	(eu) March 29, 1996
Genre	Platformer
Mode	1 Player

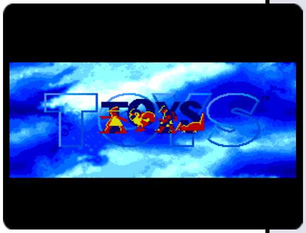
As well as having platforming segments, the game is notable for being one of the Genesis games to have a stage in the first-person perspective, something that the Genesis was not expected to be able to handle. As well as this, one of the other technical feats was the MOD player in this game, allowing the Genesis to play back Amiga music files, specifically used for the menu screen and credits.

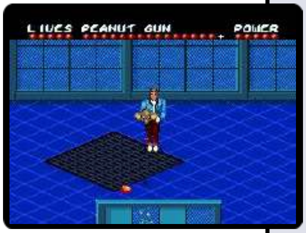

SEGA
GENESIS
Disney's
TOY STORY
AN INTENSELY 3-D EXPERIENCE

Rarity US: 3
Rarity EU: 2

Toys

3.6




LIVES PEANUT GUN
POWER

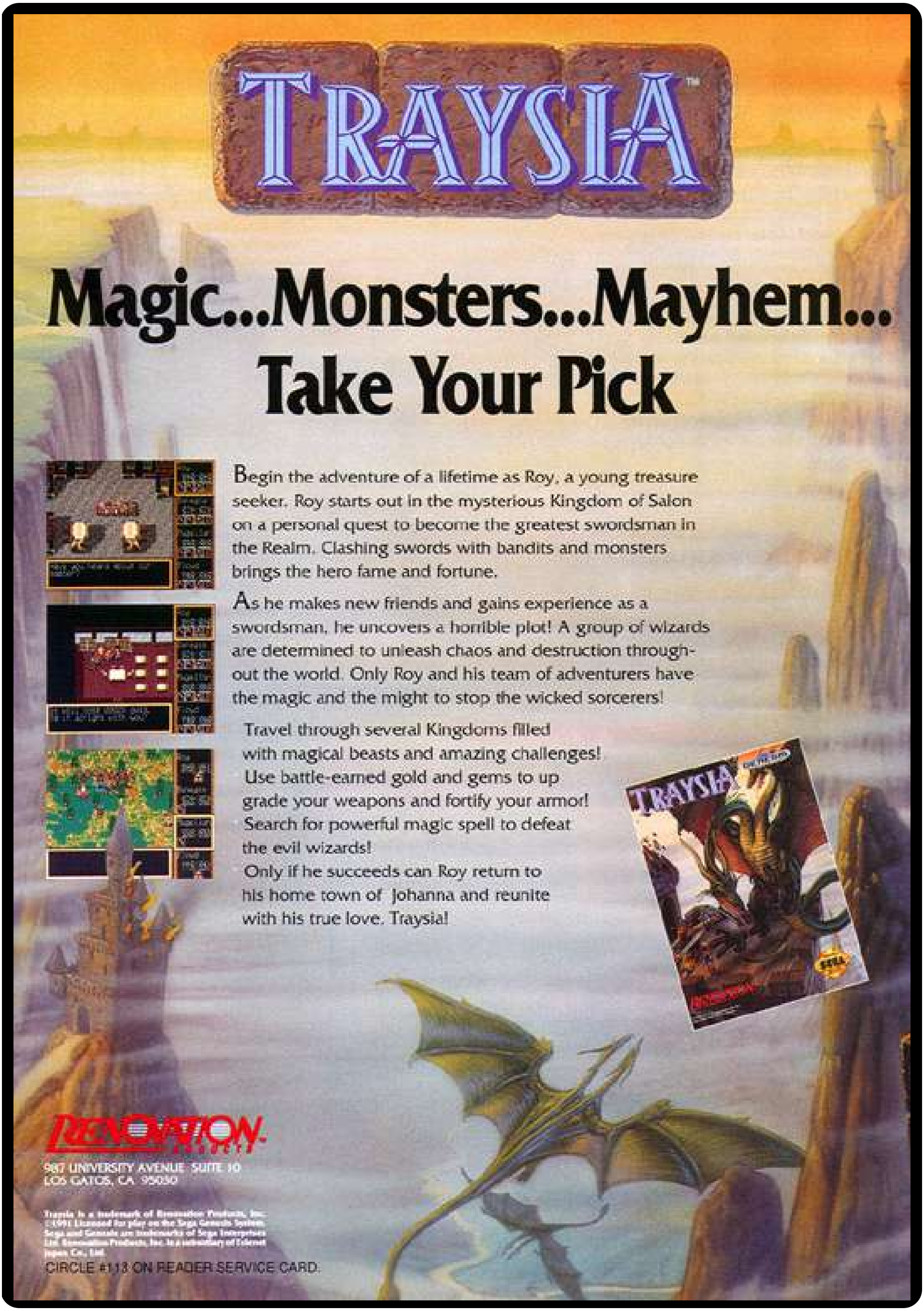
Ⓝ Ⓟ

Developer	Imagineering
Publisher	Absolute Entertainment
Release date	(us) June, 1993
	(eu) 1993
Genre	Action
Mode	1 Player

The game is based on the 1992 film Toys starring Robin Williams. Players are involved in a “toy war” between an army of military-style toys fought with a personalized action figure army using toys found in certain places in the game. The player will start each level only possessing a limited supply of toys, whereas the general will have a virtually unlimited supply of toys to throw at the player.

TOYS
Let the Toy Wars begin!
ZEVO TOYS
ZEVO TOYS
SEGA
GENESIS
ABSOLUTE

Rarity US: 4



Magic...Monsters...Mayhem... Take Your Pick

Begin the adventure of a lifetime as Roy, a young treasure seeker. Roy starts out in the mysterious Kingdom of Salon on a personal quest to become the greatest swordsman in the Realm. Clashing swords with bandits and monsters brings the hero fame and fortune.

As he makes new friends and gains experience as a swordsman, he uncovers a horrible plot! A group of wizards are determined to unleash chaos and destruction throughout the world. Only Roy and his team of adventurers have the magic and the might to stop the wicked sorcerers!

Travel through several Kingdoms filled with magical beasts and amazing challenges!
Use battle-earned gold and gems to up grade your weapons and fortify your armor!
Search for powerful magic spell to defeat the evil wizards!
Only if he succeeds can Roy return to his home town of Johanna and reunite with his true love, Traysia!

RENOVATION PRODUCTS

987 UNIVERSITY AVENUE SUITE 10
LOS GATOS, CA 95030

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CIRCLE #113 ON READER SERVICE CARD.

5.8

TRAMPOLINE TERROR!
TM
PRESS START BUTTON
© NCS DREAMWORKS 1990
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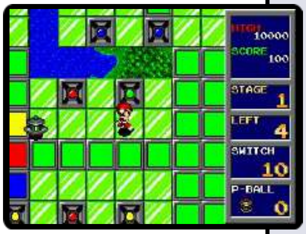

HIGH 10000
SCORE 100
STAGE 1
LEFT 4
SWITCH 10
P-BALL 0

N

Trampoline Terror!

Developer	NCS
Publisher	DreamWorks
Release date	(us) 1990
Genre	Action
Mode	1 Player

Trampoline Terror! combines elements of strategy and overhead view action video games. In the game, aliens invade Earth, protecting their ship with 32 trampoline-filled levels of shields. Lucky for the hero, the levels are perfect for him to go in and destroy the shield.

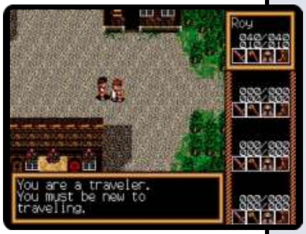
Each level in the game is a 16x16 grid containing various obstacles, tiles, and strategically placed trampolines with which the character is able to interact.

SEGA GENESIS
TRAMPOLINE TERROR!
NCS
OFFICIAL SEGA GENESIS SEAL OF QUALITY
6104

Rarity US: 5

5.9

TRAYSIA
(c) TELENET JAPAN 1992
LICENSED BY SEGA ENTERPRISES LTD.
PRESS START BUTTON



You are a traveler.
You must be new to traveling.

J N

Traysia

Developer	Riot
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) April, 1992
Genre	Role-playing
Mode	1 Player

Traysia is a party-based RPG with randomly encountered enemies. The combat is somewhat similar to early Ultima games. When an enemy appears, players enter a battle screen on which their party is positioned in the lower part, the enemies in the upper part. Players can attack if they are close enough to the enemy, otherwise they'll just move towards him. Magic spells should be cast to an appropriate direction to hurt the enemy.

TRAYSIA
GENESIS
RENOVATION
SEGA

Rarity US: 5

7.2

EA SPORTS
TRIPLE PLAY '96 BASEBALL
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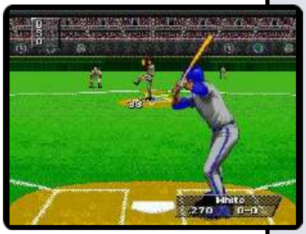
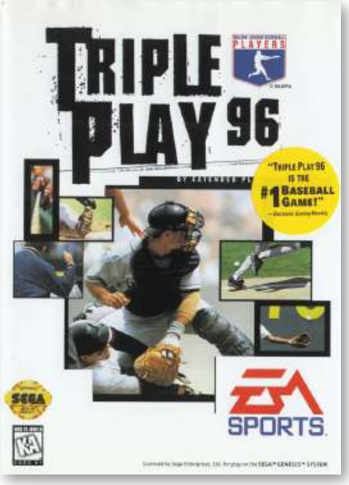

White
270 0-0

N

Triple Play 96

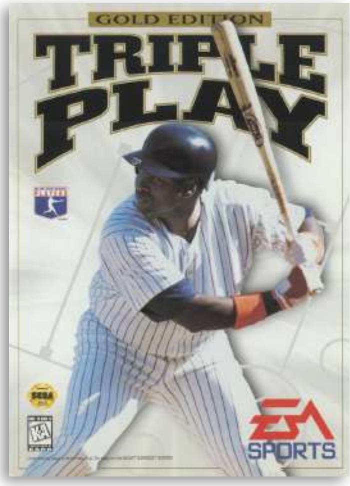
Developer	Extended Play Productions
Publisher	EA Sports
Release date	(us) 1995
Genre	Sports
Mode	1-4 Players

Triple Play 96 is one of the earliest entries in EA's Triple Play series that featured a full MLB and MLBPA license with many of the top players of the 1995 season along with authentic stadiums from all 28 MLB teams. Many of the standard options are present such as exhibition, season, playoffs, etc. along with a battery back-up that can keep extensive track on 25 different stat categories and has 12 unique pitches that can be chosen during the game.


TRIPLE PLAY 96
PLAYERS
"TRIPLE PLAY 96 IS THE #1 BASEBALL GAME!"
SEGA
EA SPORTS

Rarity US: 1

Triple Play: Gold Edition


GOLD EDITION
TRIPLE PLAY
SEGA
EA SPORTS

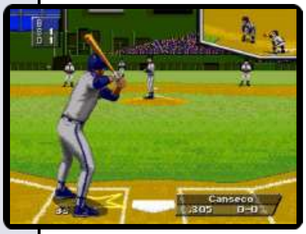
Rarity US: 2

7.4

Developer	EA Canada
Publisher	EA Sports
Release date	(us) 1996
Genre	Sports
Mode	1-4 Players

Triple Play: Gold Edition is an update of the previous year's title. It looks and plays very much like the previous title, including the close-up batting view and extensive stat tracking. The game features an MLBPA license, with a full 1996 season roster and stats based on the 1995 season. Additionally, this update adds a new "pro" difficulty level for experienced players, and just like the previous title also allows for up to four players to play.

EA SPORTS
TRIPLE PLAY
GOLD
©1996 ELECTRONIC ARTS
Licensed by Sega Enterprises, Ltd.


Canseco
.305
0-0

N

Trouble Shooter

TROUBLE SHOOTER
GENESIS
VIC TOKAI
SEGA

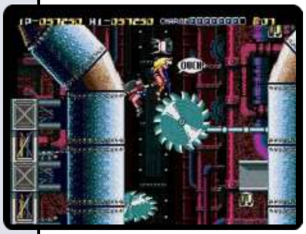
Rarity US: 4

7.8

Developer	Vic Tokai
Publisher	Vic Tokai
Release date	(us) November, 1991
Genre	Shooter
Mode	1 Player

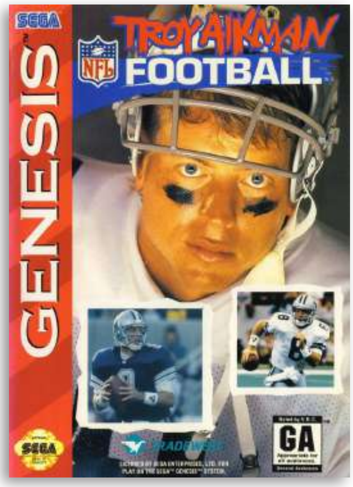
Trouble Shooter, known in Japan as Battle Mania, was given a very distinct theme of self-parody between the enemies, story and dialogue. At the beginning of almost every stage, the players have to choose a special weapon they can use during combat. After every use, however, the weapon needs to recharge in order to be used again. Players can select from four different power-ups consisting of the usual shooter icons (speed-ups, life-ups, firepower and speed-downs).

TROUBLE SHOOTER
TM
> START
OPTIONS
LICENSED BY SEGA ENTERPRISES LTD.
©1991 VIC TOKAI INC.



J N

Troy Aikman NFL Football

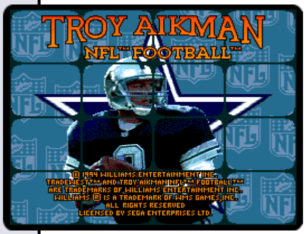

SEGA
GENESIS
TROY AIKMAN
NFL
FOOTBALL
TRADEWEST
GA

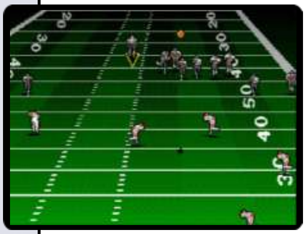
Rarity US: 1

5.5

Developer	Leland Interactive Media
Publisher	Tradewest
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

Players can play exhibition matches, season matches, playoff matches, make their own plays for use on the field, and even make payments to the salaries of every player. Each season schedule can either be customized (to the player's exact specifications) or the player can use the schedule from the 1993 NFL season. Players can either play or coach an exhibition game or an entire regular season (including the Super Bowl).


TROY AIKMAN
NFL FOOTBALL
LICENSED BY SEGA ENTERPRISES LTD.

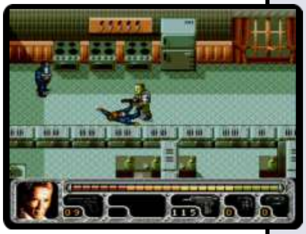


N

True Lies

7.2

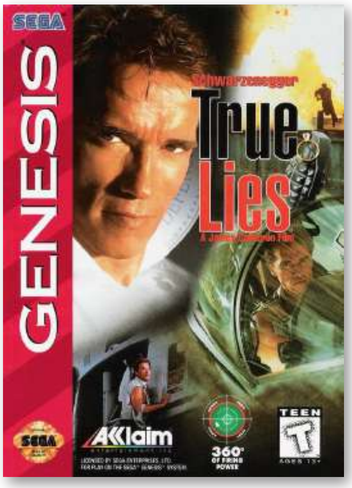
TRUE LIES
New Game
Password
Options



J N P

Developer	Beam Software
Publisher	Acclaim Entertainment
Release date	(us) 1995
	(eu) March, 1995
Genre	Run ‘n` gun
Mode	1 Player

True Lies is based on the movie with the same name starring Arnold Schwarzenegger. Still shots from the movie are shown between stages. It is identical to the SNES version in terms of content, but wasn’t optimized to make use of the systems higher resolution. However, the six button controller is supported. With a playthrough taking more than two hours, it’s extraordinarily long considering the genre and time

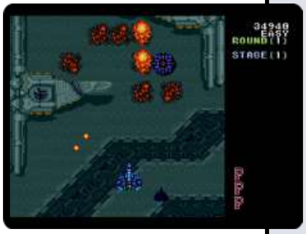

SEGA
GENESIS
Schwarzenegger
True Lies
Acclaim
TEEN

Rarity US: 4
Rarity EU: 5

Truxton

7.6

TRUXTON
ROUND (1)
STAGE (1)
PUSH START BUTTON
© SEGA 1989
ORIGINAL GAME
© TOAPLAN CO.,Ltd.1988


34940
EASY
ROUND (1)
STAGE (1)

J N P B

Developer	Toaplan
Publisher	Sega
Release date	(us) January, 1990
	(eu) November, 1990
Genre	Shooter
Mode	1 Player

Truxton is a 1988 vertically scrolling, shoot ‘em up arcade game, later ported to the Genesis. Like many other scrolling shooters, the game is set in outer space, where the player takes control of a small spaceship across several planets.

MegaTech magazine said that although original features were distinctly lacking, “it’s a good solid blast which offers plenty of action, speed and excitement”.

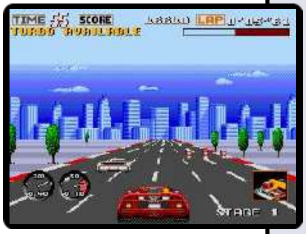
SEGA GENESIS
TRUXTON
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 3
Rarity EU: 4

Turbo Outrun

6.1

TURBO OUTRUN
PRESS START BUTTON
©1989, 1992 SEGA


TIME
SCORE
LAP
TURBO AVAILABLE
STAGE 1

J P

Developer	Sega AM2, Tiertex
Publisher	Sega
Release date	(eu) June, 1992
Genre	Racing
Mode	1 Player

Though not the first sequel to OutRun, Turbo OutRun is considered to be the first “true” sequel, having been built by a similar team at Sega AM2 with the arcades in mind.

Like it predecessor, Turbo OutRun has players driving a Ferrari, this time a Ferrari F40. Players now traverse a set route across the entire continental United States from New York City to Los Angeles instead of the branching paths of the first game.

SEGA MEGA DRIVE
EAST 15 Los Angeles
Sacramento
TURBO OUTRUN
16-BIT CARTRIDGE
SEGA

Rarity EU: 3

SEGA
GENESIS
16-BIT CARTRIDGE
TWIN
COBRA
DESERT ATTACK HELICOPTER

Rarity US: 2

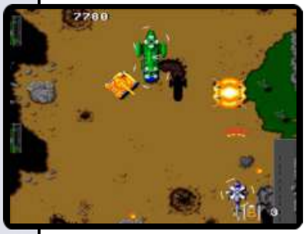
Twin Cobra: Desert Attack Helicopter

Developer	Toaplan
Publisher	Sega, (jp) Treco
Release date	(us) June, 1991
Genre	Shooter
Mode	1 Player

This Mega Drive version of the game is slightly misleading. The name "Twin Cobra" originates from the localised arcade name for Kyuukyoku Tiger, but the "twin" implies "two", when in fact only a one-player game. In Japan, the arcade Kyuukyoku Tiger was originally released in a single-player only-form - a product which did not make it to the US, but is what this Mega Drive port is derived from.

6.6

TWIN COBRA
TM
PRESS START BUTTON
START
CONFIGURATION
© TOA PLAN 1987
© AMERICAN TRECO 1991



J N B

SEGA
MEGA DRIVE
TWIN
HAWK
TM
16-BIT CARTRIDGE
SEGA

Rarity EU: 3

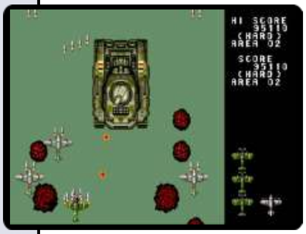
Twin Hawk

Developer	Toaplan
Publisher	Sega
Release date	(eu) 1990
Genre	Shooter
Mode	1 Player

Like many of Sega's Toaplan ports, a single cart with multiple regional versions was made for all releases of the game, and these can be switched between simply by playing the cart on a particular regional model or by using Game Genie and the like. Interestingly, attempting to play the cart on an American Genesis triggers the slightly easier "Twin Hawk" version.

6.0

Twin Hawk
PRESS START BUTTON
© SEGA 1990
ORIGINAL GAME
© TOAPLAN CO.,Ltd.1989


HI SCORE
SCORE

J P

MEGA DRIVE
TURMA DA Mônica na
TERRA DOS MONSTROS
T.I.
SEGA
TECTOY

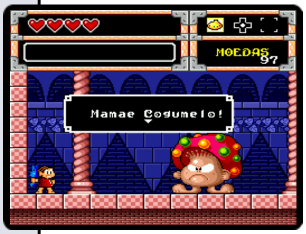
Turma da Mônica na Terra dos Monstros

Developer	Westone, Sega, Tectoy
Publisher	Tectoy
Release date	(br) 1994
Genre	Action-platformer
Mode	1 Player

Turma da Mônica na Terra dos Monstros (which translates "Mônica's Gang in Monster Land") is a modified version of Wonder Boy in Monster World, with Wonder Boy's hero, Shion, replaced by Mônica, a famous Brazilian comic character.

The game features a one slot battery backed RAM save, available at the inns throughout the game.

TURMA DA Mônica na
TERRA DOS MONSTROS
TECLE START
©1991 SEGA
©1994 TECTOY
©1989 WESTONE CO.,LTD


MOEDAS
97
Mamãe Coqumelo!

B

8.0

Twinkle Tale
PUSH START BUTTON
Copyright 1992 TOYO RECORDING Co.

J

Twinkle Tale

Developer	Zap Corporation
Publisher	Wonder Amusement Studio
Release date	(jp) July 24, 1992
Genre	Shooter
Mode	1 Player

An overhead scrolling fantasy shoot 'em up, Twinkle Tale casts the player in the role of the young witch Saria, in a quest to rid her magical floating island of the evil creatures that have invaded it.

The game is played from an overhead perspective, with the objective being to clear out all enemies in all 9 stages, looting whatever treasure she can find and defeating each stage's boss.

"mobygames.com"

メガドライブ専用
Twinkle Tale

6.8

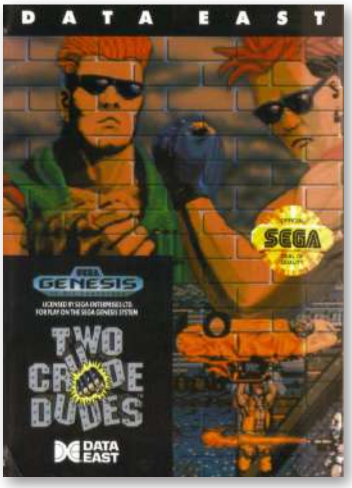
Two Crude Dudes
1P START
2P START
OPTION
© 1991 DATA EAST CORP.
LICENSED BY
SEGA ENTERPRISES LTD.

J N P

Two Crude Dudes

Developer	Data East, Opera House
Publisher	Data East, (eu) Sega
Release date	(us) 1992 (eu) May, 1993
Genre	Beat 'em up
Mode	1-2 Players

Players control the Crude Busters by jumping, dodging and attacking their way through legions of enemies. Because the main characters are muscle-bound brawlers, they have the ability to pick up objects well beyond their own weight (e.g. cars and traffic lights) to use as weapons. They can do the same to most enemies as well. While playing co-op, it is also possible for one player to pick up the other to use as a projectile.


DATA EAST
SEGA
GENESIS
TWO CRUDE DUDES
DATA EAST

Rarity US: 3
Rarity EU: 3

6.1

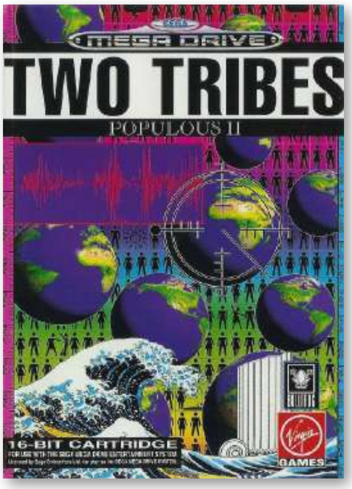
TWO TRIBES
POPULOUS II
CREATE YOUR DEITY
CONQUEST GAME
CUSTOM GAME

P

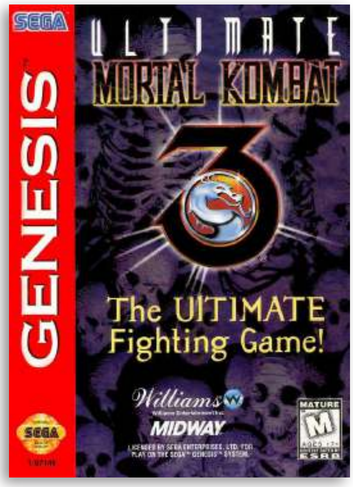
Two Tribes: Populous II

Developer	Bullfrog Productions, Panelcomp
Publisher	Virgin Games
Release date	(eu) 1993
Genre	Strategy
Mode	1 Player

Like its predecessor, Populous II is a god game, where players is guiding their people in battle against the followers of an enemy god. Whereas Populous only generally alluded to undefined deities, Populous II is specifically set under the backdrop of Greek mythology. The player is a demigod, one of Zeus's countless children with mortal women, and has to battle one Greek deity at a time until finally facing his father.


MEGA DRIVE
TWO TRIBES
POPULOUS II
16-BIT CARTRIDGE
Virgin GAMES

Rarity EU: 4


SEGA
GENESIS
ULTIMATE MORTAL KOMBAT 3
The ULTIMATE Fighting Game!
Williams
MIDWAY
MATURE
M

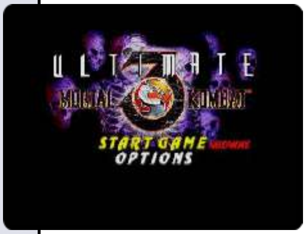
Rarity US: 3
Rarity EU: 4

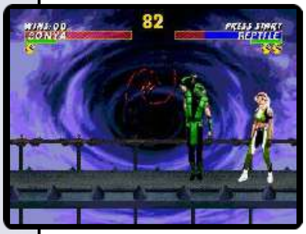
Ultimate Mortal Kombat 3

Developer	Midway Games, Avalanche Software
Publisher	Williams Entertainment, (eu) Acclaim Entert.
Release date	(us) October, 1996 (eu) November 28, 1996
Genre	Fighting
Mode	1-2 Players

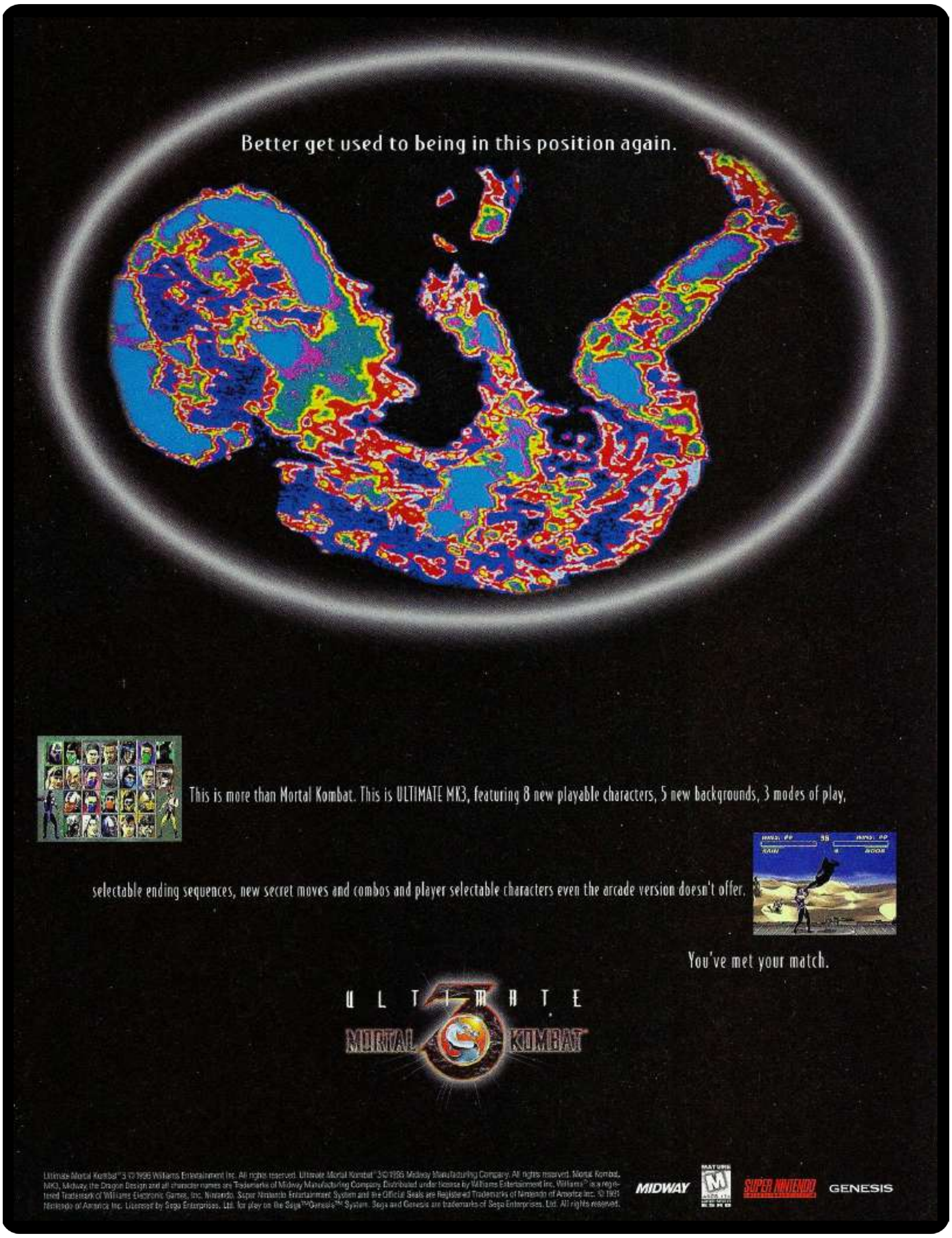
Ultimate Mortal Kombat 3 is an update to Mortal Kombat 3, adding extra characters and stages as well as tweaking some of the gameplay. Due to the limitations of the system's hardware, the Genesis port featured inferior graphics and sound to these of the SNES port. However, unlike the SNES version, this port features more stages: with the addition of the five new ones, it also feature six of the original ones from MK3.

7.8


ULTIMATE
MORTAL KOMBAT
START GAME
OPTIONS


WINS: 00
SONYA
82
PRESS START
REPTILE

N P B


Better get used to being in this position again.

This is more than Mortal Kombat. This is ULTIMATE MK3, featuring 8 new playable characters, 5 new backgrounds, 3 modes of play, selectable ending sequences, new secret moves and combos and player selectable characters even the arcade version doesn't offer.

You've met your match.

ULTIMATE MORTAL KOMBAT 3

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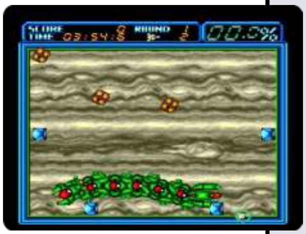
MIDWAY
MATURE
M
SUPER NINTENDO
GENESIS

7.0

HI-SCORE 50000
SCORE 3010
ULTIMATE QIX
PRESS START BUTTON
TAITO
© TAITO 1991
LICENSED BY SEGA ENTERPRISES LTD.



J N B

Ultimate Qix

Developer	Taito, ITL
Publisher	Taito
Release date	(us) 1991
Genre	Action
Mode	1 Player

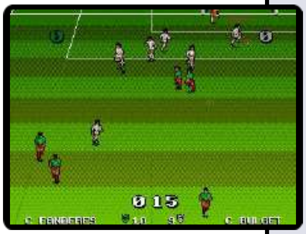
Ultimate Qix, also known as Volfied, is a successor to Qix, with extra features and a futuristic science fiction aesthetic, rather than Qix's abstract geometry style; the player pilots a small spaceship named "Monotros" instead of a Stix, and the enemies come in the form of various aliens. The overall gameplay is identical to that of Qix. However, the main enemy is no longer a collection of lines - instead it varies between levels, and is always accompanied by smaller enemies.

GENESIS
ULTIMATE QIX
TAITO

Rarity US: 5

7.2

ULTIMATE SOCCER
1 PLR FRIENDLY
SEGA

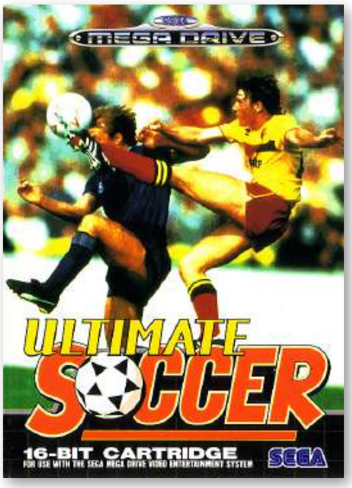


P

Ultimate Soccer

Developer	Rage Software
Publisher	Sega
Release date	(eu) August 2, 1993
Genre	Sports
Mode	1-8 Players

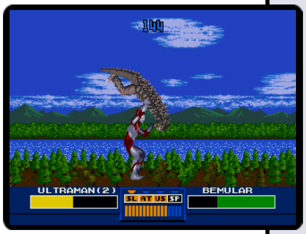
Ultimate Soccer is a soccer game by Rage Software released for the Mega Drive/Genesis by request of Sega which even allowed their mascot, Sonic, to be featured in the game menus. Focused on national teams, it had one of the highest option counts for 16-bit football games: up to 18 different settings can be changed, including ball weight, weather, surface, tightness of ball control, passback rule and perhaps the most remembered of all, the ability to play 6-on-6 indoor football.


MEGA DRIVE
ULTIMATE SOCCER
16-BIT CARTRIDGE
SEGA

Rarity EU: 2

3.9

ウルトラマン
空想特撮シリーズ
© TSUBURAYA PROD.
© MA-BA 1993


ULTRAMAN(2)
BEMULAR

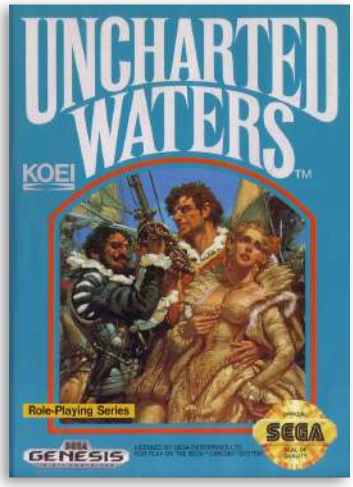
J

Ultraman

Developer	Tsuburaya
Publisher	Ma-Ba
Release date	(jp) April 9, 1993
Genre	Fighting
Mode	1 Player

Based on the popular television show from 1967, Ultraman directly follows the story of its source material. The game is a 1990 Super Famicom fighting game ported to the Sega Mega Drive in 1993 by Ma-Ba. It was only released in Japan and South Korea. The port was supposedly completed two years earlier, but was delayed due to a dispute between Sega and Bandai.

Mega Drive Cartridge メガドライブ専用
ウルトラマン
ma-ba


UNCHARTED WATERS
KOEI
Role-Playing Series
SEGA
GENESIS

Rarity US: 5

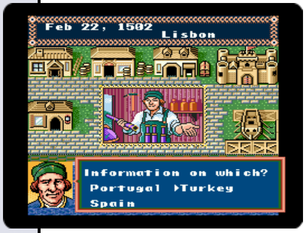
Uncharted Waters

Developer	Koei
Publisher	Koei
Release date	(us) November, 1992
Genre	Simulation, Role-playing
Mode	1 Player

In the first game of the series, set in the early 16th century, the player assumes the role of Leon Franco, the young, ambitious son of a noble family fallen on hard times in Portugal. The goal of the game is to restore the family's former glory and achieve Leon's dreams. Discovering ports and defeating other merchants and pirates in sea battles, increases Leon's fame. With increased fame, Leon can complete tasks for the King of Portugal and gain higher titles of nobility.

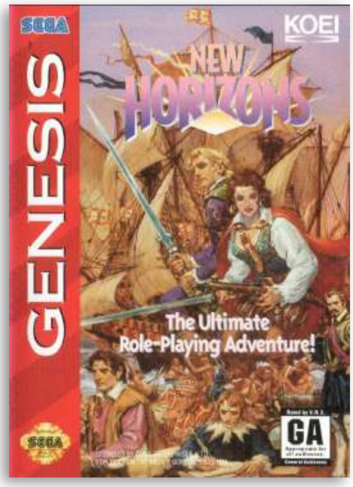
7.6

UNCHARTED WATERS
Press Start
LICENSED BY SEGA ENTERPRISES, LTD.


Feb 22, 1502 Lisbon

Information on which?
Portugal Turkey
Spain

J N


SEGA
GENESIS
KOEI
NEW HORIZONS
The Ultimate Role-Playing Adventure!
GA

Rarity US: 5

Uncharted Waters: New Horizons

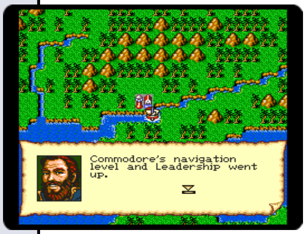
Developer	Koei
Publisher	Koei
Release date	(us) 1994
Genre	Simulation, Role-playing
Mode	1 Player

Also set in the 16th century, this game is a sequel to the first title. In this game, there are six protagonists to choose from, each of them representing a different path or career featured in the game.

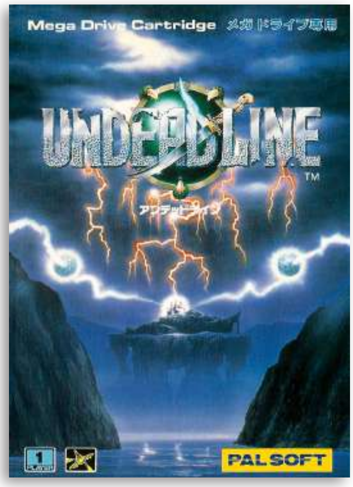
While the game is more or less open-ended, developing the character's career is necessary to advance the plot.

8.3

NEW HORIZONS
NEW GAME
CONTINUE


Commodore's navigation level and Leadership went up.

J N


Mega Drive Cartridge メガドライブ専用
UNDEAD LINE
アンデッドライン
PAL SOFT

Undead Line

Developer	T&E Soft
Publisher	PAL Soft
Release date	(jp) Dececmber 20, 1991
Genre	Shooter
Mode	1 Player

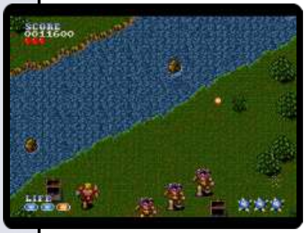
Undead Line is a top-down arcade shooter with scrolling screens, like Commando and other games. The player controls a character that shoots projectiles at enemy monsters.

The six levels available are presented in a menu and can be selected and played in any order. There is a boss battle at the end of each one.

"mobygames.com"

6.9

UNDEAD LINE
PRESS START BUTTON
© 1989,1991 T&E SOFT INC / S.M.S
Presented by PAL SOFT
Made in Japan


SCORE
0011600
LIFE

J

Unnecessary Roughness ‘95

5.7

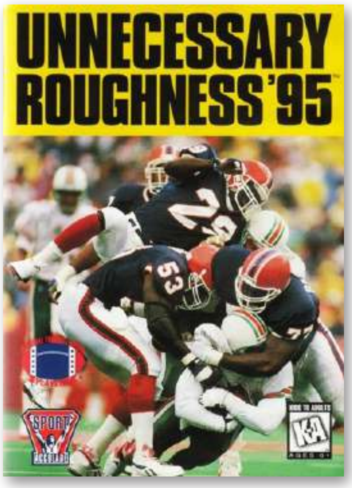
Developer	Accolade
Publisher	Sport Accolade
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

Unnecessary Roughness ‘95 is a American football game for DOS and the Genesis. Players can compete in exhibition games either against the AI-controlled opponent or against another player.

Regular seasons, playoffs, and Super Bowls can be played as well. One of the primary features in the game is the Construction Set; where entire teams, stadiums, and tournaments can be made from scratch.

UNNECESSARY
ROUGHNESS
95

N


UNNECESSARY ROUGHNESS '95
SPORT ACCOLADE
K-A

Rarity US: 2

Urban Strike

7.2

Developer	Foley Hi-Tech Systems, Granite Bay Software
Publisher	Electronic Arts
Release date	(us) September, 1994 (eu) August 30, 1994
Genre	Shooter
Mode	1 Player

Urban Strike is the third game in the Strike series, after Desert Strike: Return to the Gulf and Jungle Strike. The game takes place in 2001 and centers around the antagonist H. R. Malone, a millionaire media mogul, ex-presidential candidate, and fanatic cult leader.

The game is a shoot ‘em up, mixing action and strategy, retaining its predecessor’s core mechanics, and expanding on the model with additional content.

URBAN
STRIKE
COPYRIGHT 1994 ELECTRONIC ARTS
AND GRANITE BAY SOFTWARE

N P

ELECTRONIC ARTS
URBAN
STRIKE
THE SEQUEL TO JUNGLE STRIKE
SEGA
16 MEG
MA-13

Rarity US: 3
Rarity EU: 2

Uzu Keobukseon

7.5

Developer	Samsung
Publisher	Samsung
Release date	(kr) 1992
Genre	Shooter
Mode	1 Player

Uzu Keobukseon (“Space Turtle Ship”) is a vertical scrolling shooter video game developed by Samsung in 1992. It is the only first-party Mega Drive title produced by Samsung, who was Sega’s hardware distributor and software translator in Korea (the entire menu and dialogue was written in Korean). Players controlled the title ship, a purple and gold space-age battle cruiser designed as a turtle ship, complete with sails and oars, in eight various stages.

우주
거북선
시작 버튼을 누르시오
©삼성전자 1992

최고점수
24710
현재점수
24710
라운드 1

sk

우주
거북선
SAMSUNG
삼성전자

Valis

Developer	Riot, Triad
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) December, 1991
Genre	Platformer, Action role-playing
Mode	1 Player

Valis: The Fantasm Soldier, originally released in 1986 for the MSX and PC-88 home computers is the first game in the Valis series which stars a Japanese teenager named Yuko who uses a mystical sword called Valis to defend Earth and other worlds.

The Genesis remake, released after the third game, features gameplay system more similar to later games in the series, in particular Valis III.

GENESIS
SEGA
8 MEG POWER
VALIS
RENOVATION

Rarity US: 2

7.2

The Fantasm Soldier
VALIS
PRESS START BUTTON
Licensed by SEGA Enterprises Ltd.
©1991 TELENET JAPAN

J N

Valis III

Developer	Reno
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) June, 1991
Genre	Platformer, Action role-playing
Mode	1 Player

Valis III, originally released for the PC Engine, is the third game in the Valis series and once again features the series' main protagonist Yuko as the lead character as she is also joined by her sister, Valna, and a young warrior named Cham who are new playable characters.

The game's downgraded port for the Genesis has most of the cinematic cut scenes cut. Several levels were removed and one new was added in this version, while the remaining levels are more similar to each other.

GENESIS
VALIS III
RENOVATION

Rarity US: 2

7.6

VALIS III
PRESS START BUTTON
©1991 TELENET JAPAN
LICENSED BY SEGA ENTER PRISES LTD.

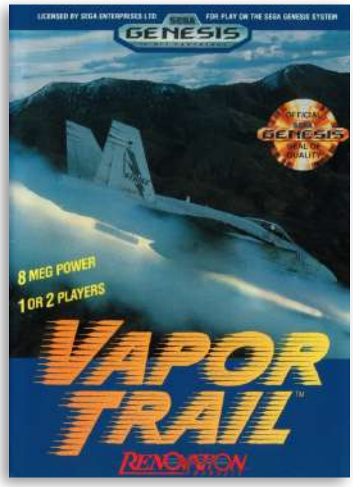
My name is Cham.

J N

Vapor Trail

Developer	Data East, Riot
Publisher	Renovation Products, (jp) Telenet Japan
Release date	(us) June, 1991
Genre	Shooter
Mode	1-2 Players

The game features 2 players controlling the jet fighters simultaneously for battle across numerous levels. There are 3 types of jets varying from different classes of speeds and firepower. The Silph is the midrange plane with the most balance. While the Valkyrie carries the most firepower, and the Seylen jet is capable of flying at the highest mach speed. Weapon upgrades are available throughout the game, ranging from homing missiles, ring guns, flame throwers and more.


GENESIS
8 MEG POWER
1 OR 2 PLAYERS
VAPOR TRAIL
RENOVATION

Rarity US: 5

7.0

VAPOR TRAIL
PRESS START BUTTON
HYPER OFFENCE FORMATION
©1991 DATA EAST CORP.
©1991 TELENET JAPAN
LICENSED BY SEGA ENTERPRISES LTD.

1P
25000
LIFE
POWER
2P
PRESS START BUTTON

J N

7.8

VECTORMAN
PRESS START
"TM & ©1995 SEGA. ALL RIGHTS RESERVED"

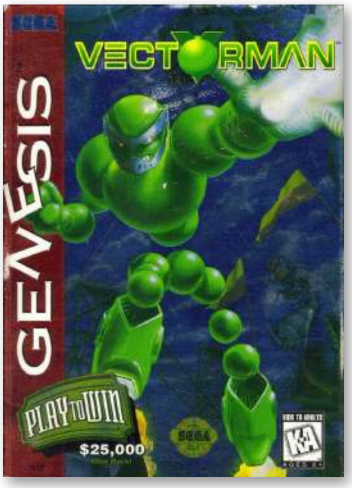
N P B

Vectorman

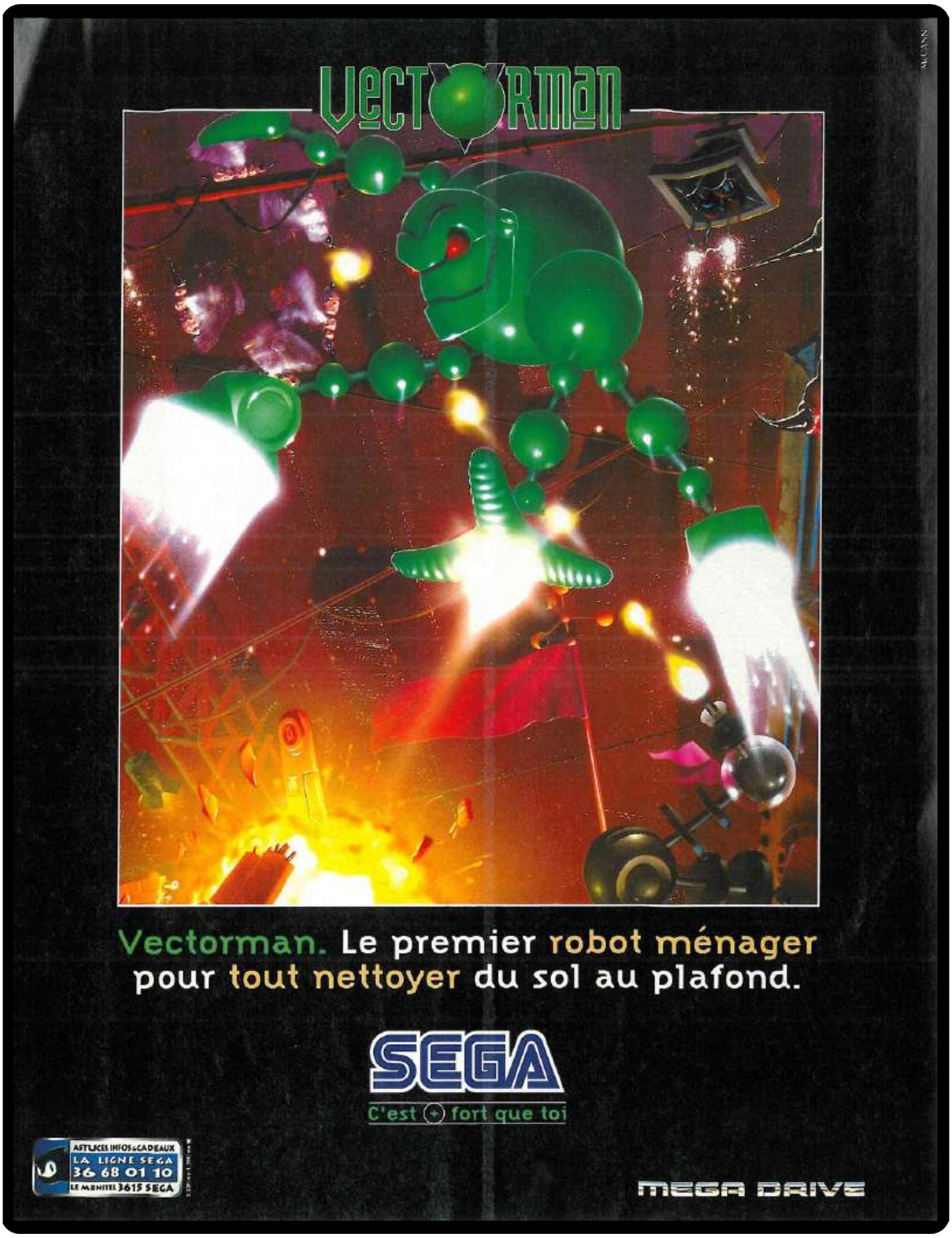
Developer	BlueSky Software
Publisher	Sega
Release date	(us) October 24, 1995 (eu) November 30, 1995
Genre	Action-platformer
Mode	1 Player

Vectorman uses pre-rendered 3D models in its level and character designs. This gives the game a smooth, computer-generated feel. Vectorman was considered the answer to Nintendo's Donkey Kong Country at the time, as they both used graphical tricks to show graphics beyond what the console was thought capable of.

The game itself is a straightforward 2D action platformer.


SEGA
GENESIS
VECTORMAN
PLAY TO WIN
$25,000
K-A

Rarity US: 1
Rarity EU: 3


VECTORMAN
Vectorman. Le premier robot ménager
pour tout nettoyer du sol au plafond.
SEGA
C'est fort que toi
ASTUCES INFOS & CADEAUX
LA LIGNE SEGA
36 68 01 10
LE MINITEL 3615 SEGA
MEGA DRIVE

SEGA
GENESIS
VECTORMAN 2

Rarity US: 2

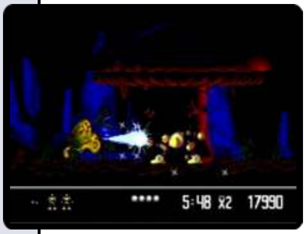
Vectorman 2

Developer	BlueSky Software
Publisher	Sega
Release date	(us) November, 1996
Genre	Action-platformer
Mode	1 Player

The gameplay is similar to the previous game. Vectorman has a different set of weapons, including a pulse beam, energy shot, and supershot guns. Vectorman can also now transform into insect forms such as a fire ant, a rhino, and "shield bug" that repels attacks. Unlike the original Vectorman, the full-level transformations featured in this game are not used to combat bosses as that is left to the human-form Vectorman. There are 22 levels divided into seven parts in all.

7.7

VECTORMAN 2
TM & © 1996 SEGA.
ALL RIGHTS RESERVED.
START
OPTIONS


5:48 x2 17990

Ⓝ Ⓑ

SEGA
GENESIS
SEPARATION ANXIETY
Akklaim

Rarity US: 4
Rarity EU: 6

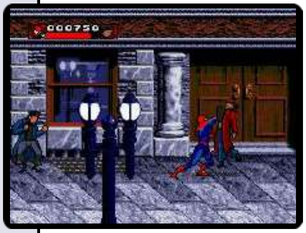
Venom/Spider-Man: Separation Anxiety

Developer	Software Creations
Publisher	Acclaim Entertainment
Release date	(us) 1995 (eu) 1995
Genre	Beat 'em up
Mode	1-2 Players

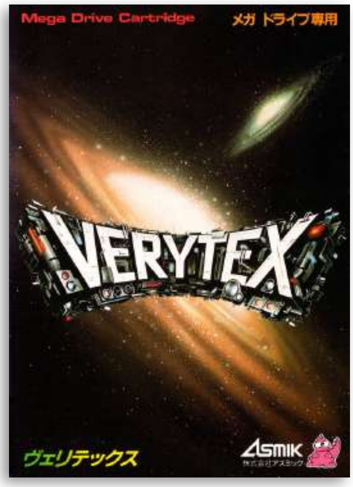
Venom/Spider-Man: Separation Anxiety is a side-scrolling beat 'em up and sequel to Spider-Man and Venom: Maximum Carnage. One or two players team up as Spider-Man and Venom to defeat the evil symbiote Carnage. The game boasts a large number of thugs that the player has to defeat: heavily armed Jury and Venom's symbiote children.

6.5

SEPARATION ANXIETY
ONE PLAYER GAME
TWO PLAYER GAME
ENTER PASSWORD



Ⓝ Ⓟ Ⓑ


Mega Drive Cartridge
メガ ドライブ専用
VERYTEX
ヴェリテックス
ASMIK

Verytex

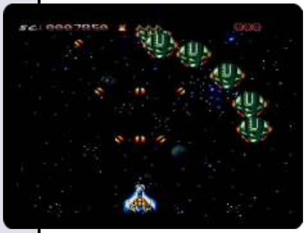
Developer	ISCO, Opera House
Publisher	Asmik
Release date	(us) April 5, 1991
Genre	Shooter
Mode	1 Player

Players control the Verytex, a futuristic spaceship, on its journey to protect mankind from waves of enemies.

Verytex has an easy to learn weapon system with three weapons and three power-up levels for each, shield pick-up icons and the option to shift the ship's speed to three levels. Players fight seemingly robotic enemies through six long levels and face a boss at the end of each one with the occasional mini-boss between.

7.0

VERYTEX
©1991 ASMIK
START
CONTINUE

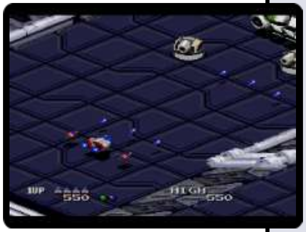


Ⓙ

Viewpoint

6.4

VIEWPOINT
© 1994 AMERICAN SAMMY CORP.
LICENSED BY SEGA ENTERPRISES,LTD.
1 PLAYER
2 PLAYERS
OPTION MODE
HIGH
0
1UP 00
2UP 00

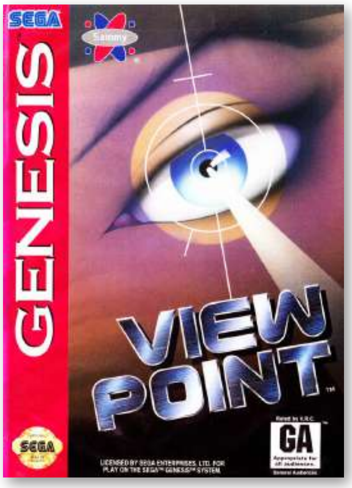


N

Developer	Nexus Interact
Publisher	Sammy
Release date	(us) November, 1994
Genre	Shooter
Mode	1-2 Players

Viewpoint, originally released in 1992 for the Neo-Geo arcade hardware, is an isometric shooter. The Genesis port featured a sound and graphical style similar the Neo-Geo arcade game, but has considerably fewer enemies, a lower color palette and suffers from slowdown.

Electronic Gaming Monthly's five reviewers scored the Genesis version 35 out of 50 (average 7 out of 10).

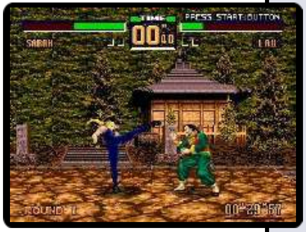


Rarity US: 3

Virtua Fighter 2

5.6

Virtua Fighter 2
GENESIS
PRESS START BUTTON
©SEGA 1995,1996 All Right Reserved



N P B

Developer	Sega AM2, Success, Gaibrain, Winds
Publisher	Sega
Release date	(us) January, 1997 (eu) January, 1997
Genre	Fighting
Mode	1-2 Players

The Genesis remake is a vastly watered down version of Virtua Fighter 2, a game originally released for Sega Model 2A CRX arcade hardware in 1995. Most notably, whereas the arcade (and Sega Saturn/Windows ports) are 3D fighters, Virtua Fighter 2 on the Genesis is only 2D.

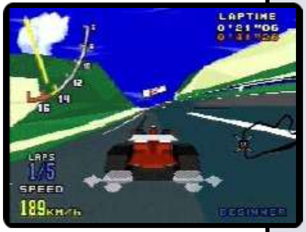
The Genesis version was later re-released on the PS2 and PSP in 2006 as part of Sega Genesis Collection.

Rarity US: 2
Rarity EU: 3

Virtua Racing

7.4

V.R.
Virtua Racing



J N P B

Developer	Sega AM2
Publisher	Sega Sports
Release date	(us) 1994 (eu) May, 1994
Genre	Racing
Mode	1-2 Players

Virtua Racing was an arcade success, and though expected to avoid home consoles for quite some time due to the complexity of the Model 1 arcade board, saw an initially surprising port to the Genesis in 1994. The Genesis version utilises a custom made "Sega Virtua Processor" chip, allowing the game to render polygons similar to the "Super FX" chip within Star Fox for the SNES.

Rarity US: 2
Rarity EU: 2

SEGA
GENESIS
VIRTUAL BART
Acclaim
GA

Rarity US: 4
Rarity EU: 5

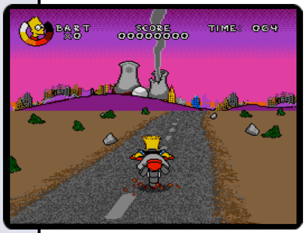
Virtual Bart

Developer	Sculptured Software
Publisher	Acclaim Entertainment
Release date	(us) 1994 (eu) 1994
Genre	Action
Mode	1 Player

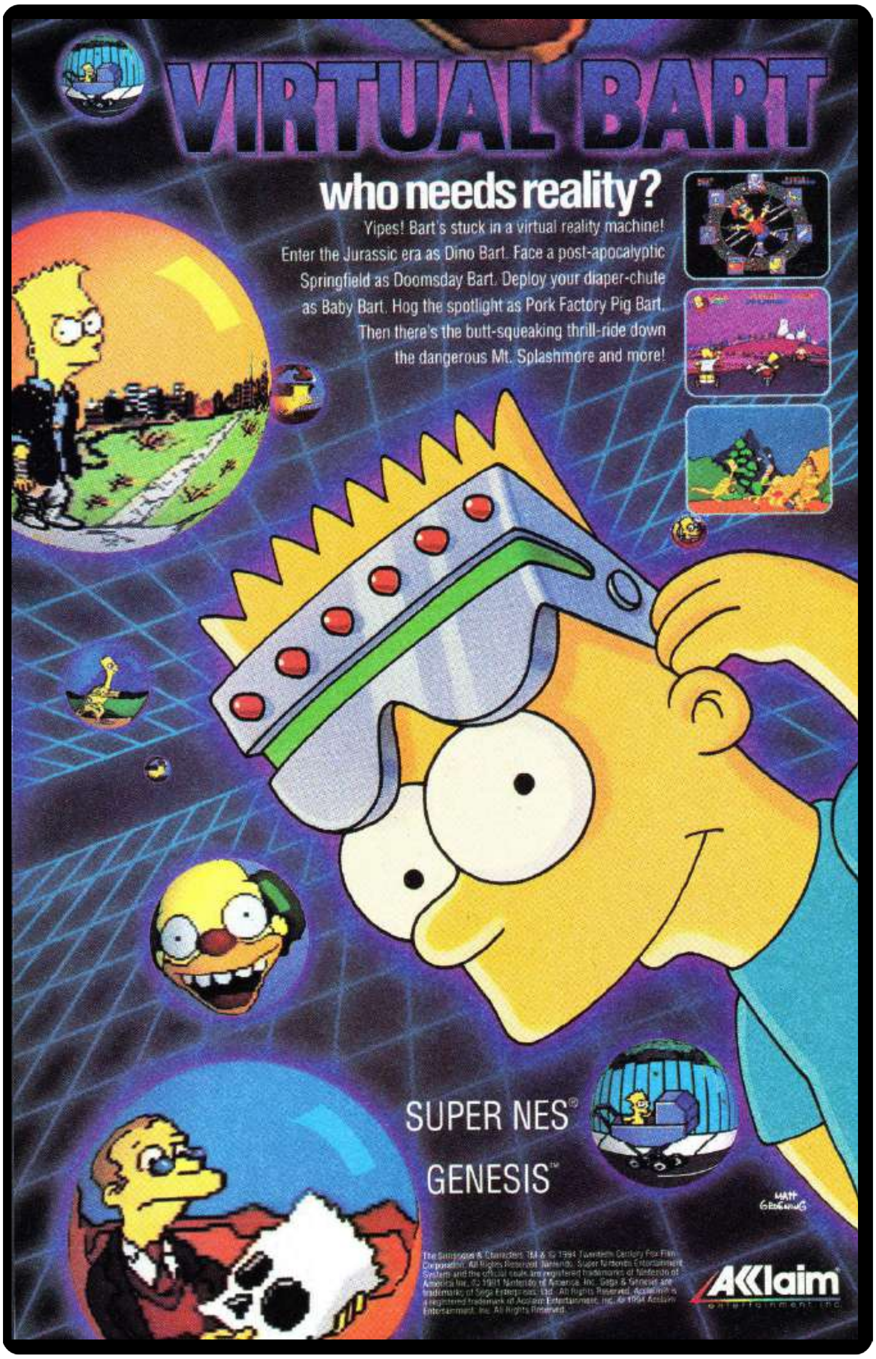
Virtual Bart consists of three side-scrolling platform stages and three stages that take place from a rear view. Bart assumes the roles of a pig, dinosaur, and baby for the platform stages. He tosses tomatoes and eggs, slides down a water slide, and drives a motorcycle in a post-apocalyptic Springfield for the three remaining stages. They are all accessed by chance via a wheel-of-misfortune.

6.2

VIRTUAL BART
START GAME
PRACTICE AREA



J N P



VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Doomsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!

SUPER NES®

GENESIS™

Matt Groening

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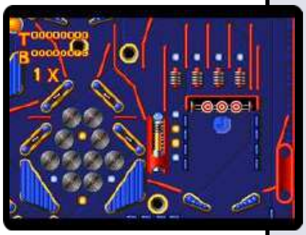
Acclaim entertainment inc.

Virtual Pinball

7.2

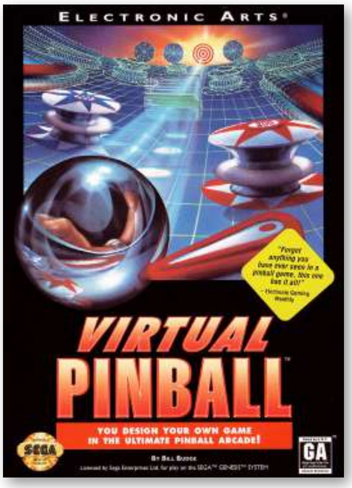
VIRTUAL PINBALL
Press Start
Licensed by SEGA Enterprises Ltd.



N P

Developer	BudgeCo
Publisher	Electronic Arts
Release date	(us) 1993
	(eu) December 10, 1993
Genre	Pinball
Mode	1-4 Players

Virtual Pinball, a spiritual sequel to EA's 1983 title, Pinball Construction Set, is a video game that plays as an electronic version of pinball. One to four players can choose from either 29 pre-made games or design one using the in-game editor tools. Designing options include ten different backgrounds and six themes. Players also get to choose where objects are placed, the style of music, and the ball speed.

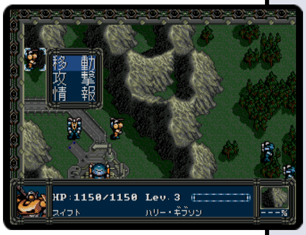

ELECTRONIC ARTS
VIRTUAL PINBALL
YOU DESIGN YOUR OWN GAME IN THE ULTIMATE PINBALL ARCADE!
SEGA
GA

Rarity US: 4
Rarity EU: 4

Vixen 357

7.7

VIXEN 357
PUSH START



J

Developer	NCS, Opus
Publisher	Masaya
Release date	(jp) October 23, 1992
Genre	Tactical role-playing
Mode	1 Player

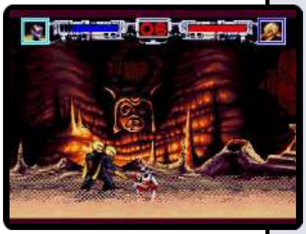
Vixen 357 is an anime-style tactical role-playing game with mecha combat. The player controls mechas by moving them over the battle map, and fighting enemies with long-ranged or melee attacks. An animated battle sequence is shown when the mechas attack each other. It is possible to switch pilots in the mechas and repair them during battles. The pilots level up by gaining experience points, and the player gradually gains access to new robots and weapons during the game.

メガドライブ専用
ヴィクセン357
Masaya
VIXEN 357

VR Troopers

5.8

VR TROOPERS
STORY GAME
VS. BATTLE
CPU DUEL
OPTIONS

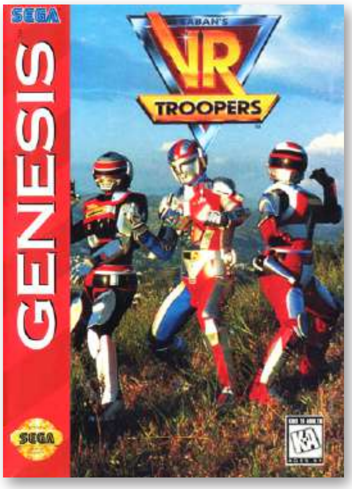


N P B

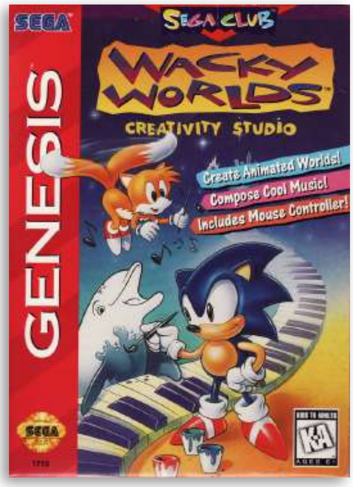
Developer	Syrox Developments
Publisher	Sega
Release date	(us) 1995
	(eu) November, 1995
Genre	Fighting
Mode	1-2 Players

VR Troopers is a 1995 fighting game based on the American syndicated television series of the same name that itself used elements from several different Japanese tokusatsu shows from the Metal Hero Series.

In the game, Grimlord has sent an arcade game to Tao's Dojo which ends up sucking Ryan Steele, J.B. Reese, and Kaitlin Star into Virtual Reality. For them to get out, they have to get by Grimlord's Skugs and monsters.


SEGA
GENESIS
SABAN'S
VR TROOPERS

Rarity US: 2
Rarity EU: 4


SEGA
SEGA CLUB
WACKY WORLDS
CREATIVITY STUDIO
Create Animated Worlds!
Compose Cool Music!
Includes Mouse Controller!
GENESIS

Rarity US: 3

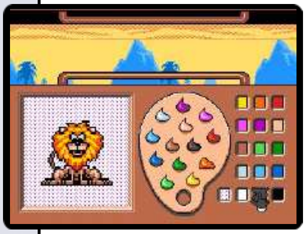
Wacky Worlds Creativity Studio

Developer	Headgames, Nu Romantic Productions
Publisher	Sega
Release date	(us) July 20, 1994
Genre	Edutainment
Mode	1 Player

Wacky Worlds Creativity Studio is the sequel to Art Alive!. In it, players can select among six different Wacky Worlds in which they can place animated "stickers", creating a two-dimensional diorama, of sorts. Among the Worlds are an underwater scene, a scene inside a house, a jungle, and the Moon. The user is also able to alter the music played in each world by selecting from a bank of different music stickers.

6.2

WACKY WORLDS™
TM & © 1994 SEGA
DEVELOPED BY HEADGAMES, INC.



Ⓝ Ⓑ

Mega Drive Cartridge メガドライブ専用
NEW 3D GOLF SIMULATION
ワイアラエの奇蹟
SEGA

Waialae no Kiseki

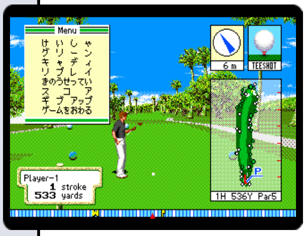
Developer	T&E Soft
Publisher	Sega
Release date	(jp) February 25, 1994
Genre	Sports
Mode	1-4 Players

This golf sim recreates the world famous Hawaiian Waialae Golf Course, noted for lots of bunkers and very fast greens. Players can choose their golfer, assign him a caddy, pick a set of clubs and adjust the power, putting, technical, recovery and wind game stats to suit their personal preference. The game offers a practice training mode, a tournament mode and the ability to challenge other players in a stroke match.

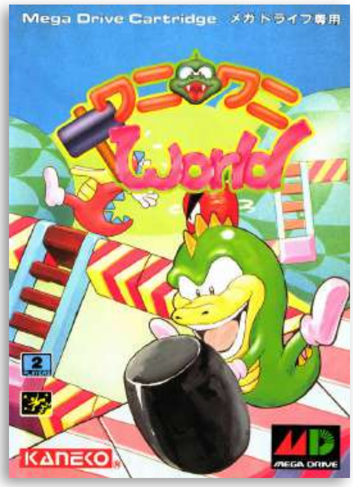
"mobygames.com"

8.0

NEW 3D GOLF SIMULATION
ワイアラエの奇蹟
PUSH START BUTTON
©1994 SEGA
©1991 T&ESOFT
Computer Design by T&E SOFT


Menu
TEESHOT
Player-1
1 stroke
533 yards
1H 536Y Par5

Ⓙ


Mega Drive Cartridge メガドライブ専用
ワニワニ World
KANEKO
MEGA DRIVE

Wani Wani World

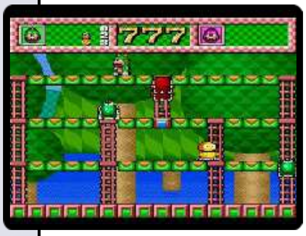
Developer	Kaneko, Inter State
Publisher	Kaneko
Release date	(jp) January 31, 1992
Genre	Action-platformer
Mode	1-2 Players

Wani Wani World is a modified conversion of the 1991 Kaneko coin-op The Berlin Wall, itself based on the 1980 coin-op Space Panic. Two small dinosaurs with very large hammers, Charlie and Smiley, make their way through numerous screens of platforms and ladders filled with enemies. Their only method of attack is to bash a hole in the ground, wait for an enemy to fall into it, and then bash the enemy in the head.

"mobygames.com"

7.5

ワニワニ World
PRESS START BUTTON
KANEKO
©KANEKO 1991.1992



Ⓙ

6.6

WARDNER TM
PRESS START BUTTON
© 1991 MENTRIX SOFTWARE, INC.
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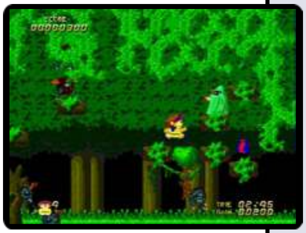

SCORE 00000200
TIME 02:45
TOKEN 00200

J N

Wardner

Developer	Toaplan, Visco Corporation
Publisher	Mentrix Software, (jp) Visco Corporation
Release date	(us) May, 1991
Genre	Platformer
Mode	1 Player

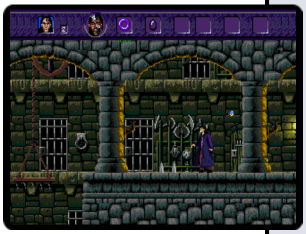
The player controls a character by the name of Dover through various forest game levels battling creatures in an attempt to rescue his kidnapped girlfriend, Mia, from the evil Wardner. The simple run and jump controls are supplemented with the ability to throw balls of fire. The player collects gold coins throughout the game; at the end of each level, the coins are exchangeable for protective devices, and weapons.

WARDNER™
OFFICIAL SEGA GENESIS SEAL OF QUALITY
MENTRIX SOFTWARE, INC.
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM
GENESIS

Rarity US: 5

6.4

WARLOCK
PRESS START TO PLAY WARLOCK



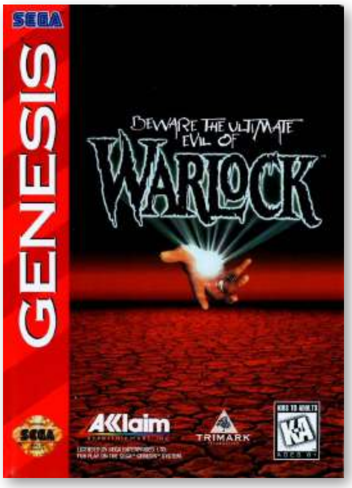
N P B

Warlock

Developer	Realtime Associates, Trimark Interactive
Publisher	Acclaim Entertainment
Release date	(us) September, 1995 (eu) March, 1995
Genre	Platformer
Mode	1 Player

Warlock is a platform game loosely based upon the horror film series of the same name. It was released for the Genesis and SNES systems.

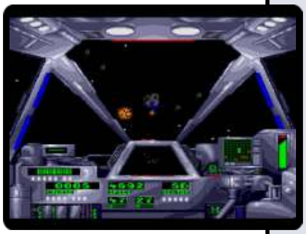
As a druid, the player is armed with seven different spells that will aid him in his battle against the Warlock. Up to 255 spells of a certain kind can be carried, although the status bar only shows up to nine.


SEGA
GENESIS
BEWARE THE ULTIMATE EVIL OF
WARLOCK
Acclaim
TRIMARK
K-A

Rarity US: 3
Rarity EU: 3

5.2

WARPSPEED
Copyright 1993 Accolade Inc.



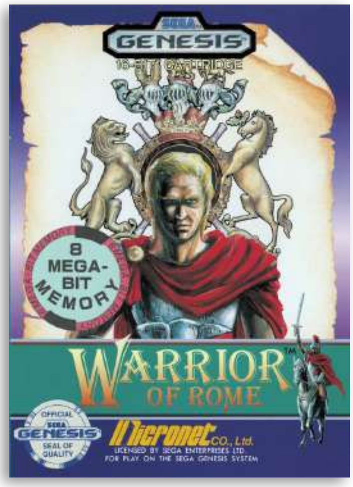
N P

WarpSpeed

Developer	Accolade
Publisher	Accolade
Release date	(us) 1993 (eu) 1993
Genre	Shooter, Simulation
Mode	1 Player

The premise of WarpSpeed is to rid the current scenario of enemy fighters. Scenarios make use of quadrants in which the player flies sector by sector or uses faster-than-light travel to warp from sector to sector. Most space flight consists of navigating asteroid fields, although some sectors contain mines that must be destroyed. The game allows four different space craft for use, each with progressively stronger weapons.

WARPSPEED
ACCOLADE
FOR THE SEGA GENESIS AND MEGA DRIVE SYSTEMS


GENESIS
16-BIT CARTRIDGE
8 MEGA-BIT MEMORY
WARRIOR OF ROME
Micronet CO., Ltd.
OFFICIAL SEGA GENESIS SEAL OF QUALITY
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM

Rarity US: 5

Warrior of Rome

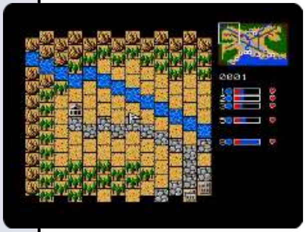
Developer	Micronet
Publisher	Micronet
Release date	(us) May, 1991
Genre	Strategy
Mode	1 Player

Warrior of Rome, a real-time strategy game, is a fictional story about the adventures of Julius Caesar and the Roman army during his reign as general in the year 48 BCE.

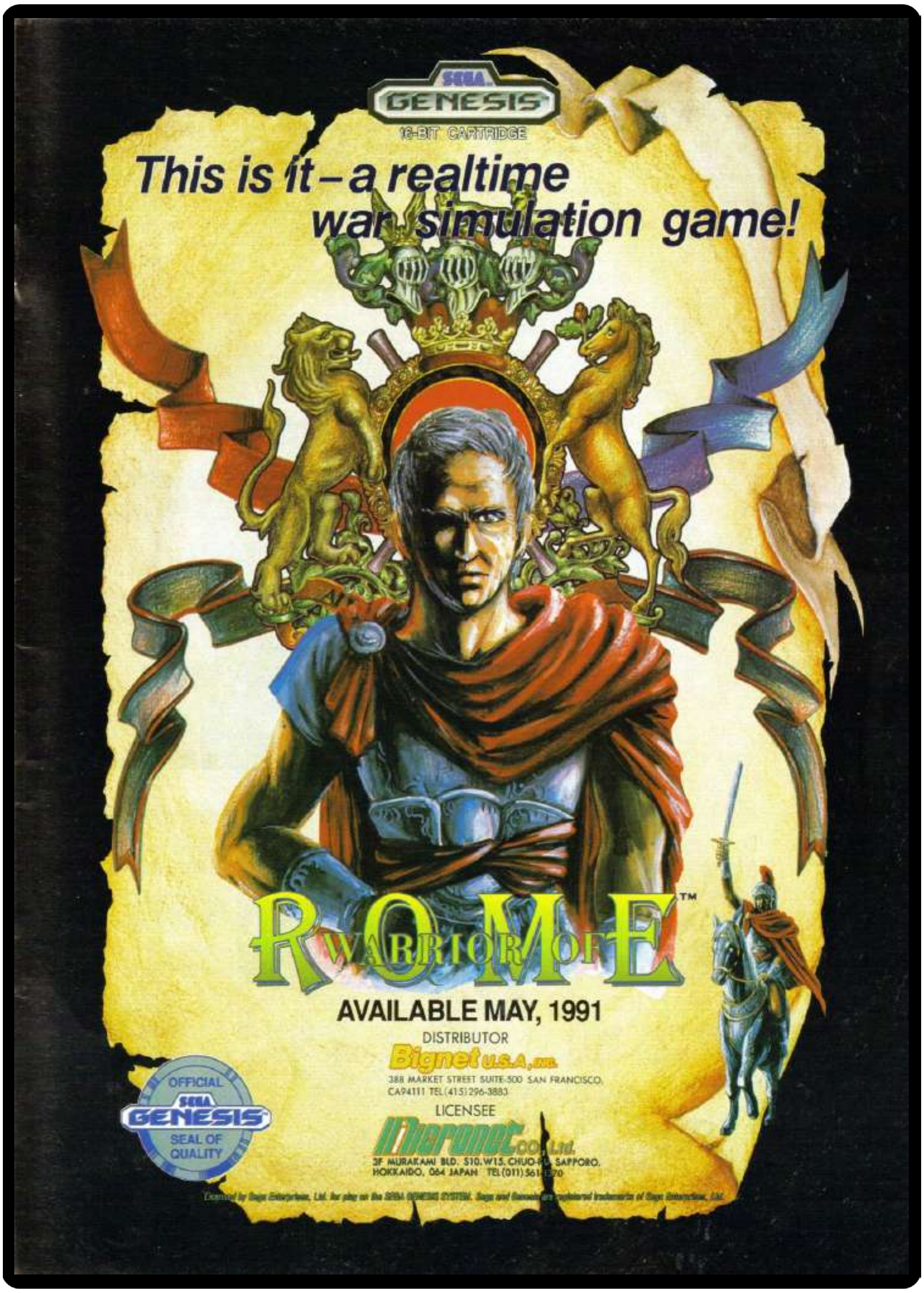
Players has four maps (based in Egypt) to command their troops over. Players are given control over each unit of troops on the Section Map. The player can select six different options for each troop unit including approach speed, retreat to regain strength or set traps.

3.7

WARRIOR OF ROME
Licensed by Sega Enterprises Ltd.
©Micronet 1991



J N


SEGA GENESIS
16-BIT CARTRIDGE
This is it – a realtime war simulation game!
WARRIOR OF ROME™
OFFICIAL SEGA GENESIS SEAL OF QUALITY

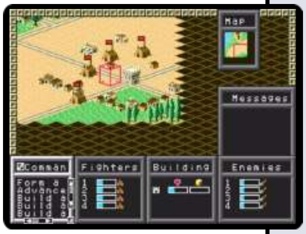
AVAILABLE MAY, 1991

DISTRIBUTOR
Bignet U.S.A., INC.
388 MARKET STREET SUITE-300 SAN FRANCISCO,
CA94111 TEL(415)296-3883

LICENSEE
Micronet CO., Ltd.
3F MURAKAMI BLD. S10.W15. CHUO-KU SAPPORO,
HOKKAIDO, 064 JAPAN TEL(011)561-[illegible]70

6.8

WARRIOR
OF ROME
II
PRESS START BUTTON
©1992 Micronet
LICENSED BY
SEGA
ENTERPRISES LTD.

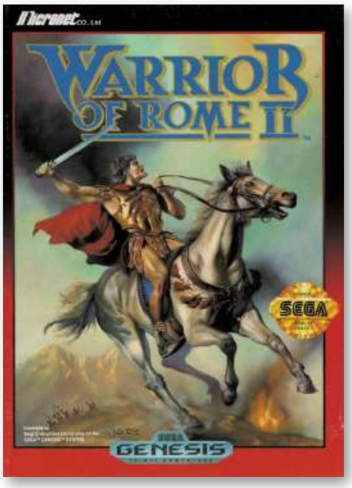

Map
Messages
Comman
Fighters
Building
Enemies

J N

Warrior of Rome II

Developer	Micronet
Publisher	Micronet
Release date	(us) May, 1992
Genre	Strategy
Mode	1-2 Players

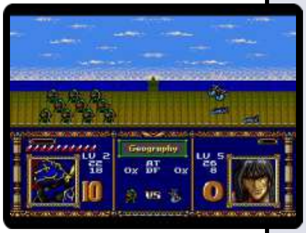
In Warrior of Rome II, the player is Julius Caesar, commanding the armies of Rome to suppress rebellions in Asia. The game features a three-quarters overhead perspective view, although the two-player mode features a split-screen view. The game is played in real-time, though movement speed can be adjusted according to difficulty level. There are 15 increasingly difficult stages, and players can play either a single stage or play through the whole 15-stage campaign.


Micronet
WARRIOR OF ROME II
SEGA
GENESIS

Rarity US: 6

8.2

Warsong
TM&©1991 TRECO CORP. LTD.
LICENSED BY SEGA ENTERPRISES LTD.
PRESS START



J N

Warsong

Developer	NCS, Cube
Publisher	Treco, (jp9 Masaya
Release date	(us) March, 1992
Genre	Tactical role-playing
Mode	1 Player

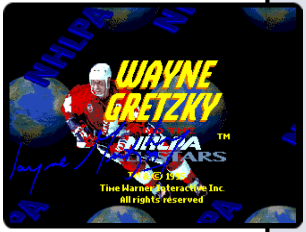
Warsong, known as Langrisser in Japan, is a tactical role-playing game developed by Nippon Computer Systems. The first in the Langrisser series, it blended tactical warfare with RPG elements, similar to the Fire Emblem series.

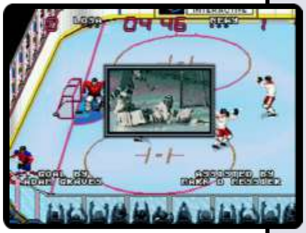
The player controls a group of heroes or commanders to accomplish some goals each phase. They are joined with non-controlled allies to battle with enemies commanders.

WARSONG
SEGA
GENESIS
TRECO

Rarity US: 6

6.1


NHLPA
WAYNE GRETZKY
NHLPA ALL-STARS
Time Warner Interactive Inc.
All rights reserved

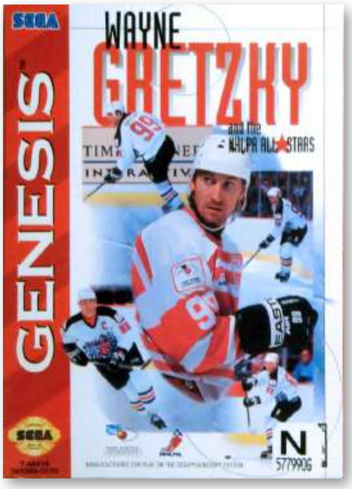


N P B

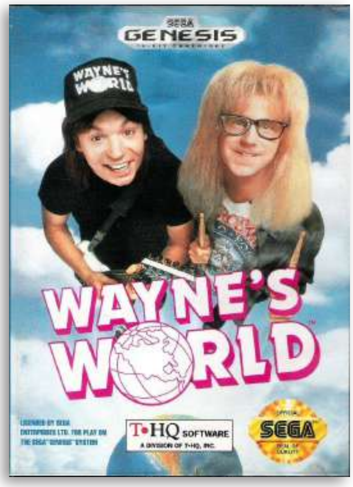
Wayne Gretzky and the NHLPA All-Stars

Developer	Time Warner Inter., Cygnus Multim., DMP Prt.
Publisher	Time Warner Interactive
Release date	(us) 1995 (eu) May, 1995
Genre	Sports
Mode	1-4 Players

Players can play in exhibition mode, regular season mode, playoff mode, and even listen to stereotypical music of each nation in the sound test mode (country music for Canada, rock and roll music for Team USA, for example). The game lacks the NHL license, meaning that teams are represented only by their corresponding city, rather than official name and logo.


SEGA
GENESIS
WAYNE GRETZKY
and the NHLPA ALL-STARS
SEGA

Rarity US: 1
Rarity EU: 5


SEGA GENESIS
WAYNE'S WORLD
T•HQ SOFTWARE
SEGA

Rarity US: 2

Wayne's World

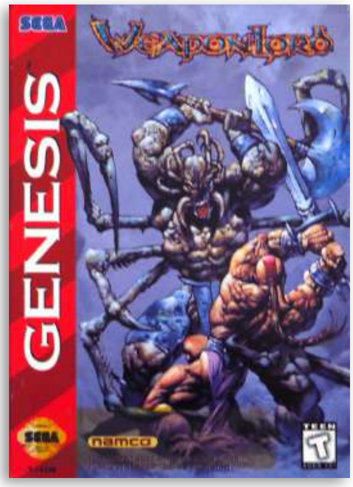
Developer	Gray Matter Inc.
Publisher	THQ
Release date	(us) August, 1993
Genre	Platformer
Mode	1 Player

Wayne's World is a platform game loosely based on the movie with the same name. Different versions of the game were released; In the NES and Game Boy games, the player controls both Wayne and Garth in different levels; however, the SNES and Genesis version had only Wayne as a playable character. In the former, Garth's main attack is a laser gun and Wayne has a kick. In the SNES version, Wayne uses his guitar as a weapon.

2.3

WAYNE'S WORLD
PRESENTED BY THQ SOFTWARE
©1993 GRAY MATTER

N


SEGA
GENESIS
Weaponlord
namco

Rarity US: 3

Weaponlord

Developer	Visual Concepts
Publisher	Namco Hometek
Release date	(us) 1995
Genre	Fighting
Mode	1-2 Players

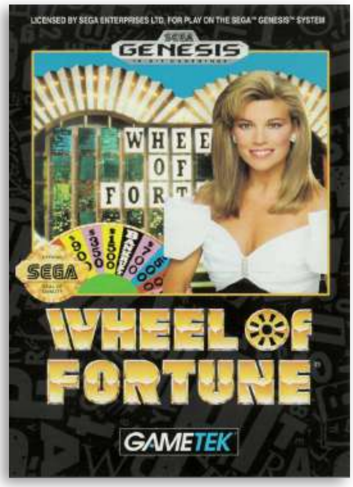
As in other fighting games, Weaponlord has players select a character and defeat a series of opponents. The game is a weapons-based fighter, with various gory moves and a deep counterattack system.

Unlike many other fighting games of the time, WeaponLord was designed specifically for home consoles and was one of the first fighting games optimized for online play. It has also been cited as the basis for Namco's Soul Edge/Calibur series.

7.2

Weaponlord

N


SEGA GENESIS
WHEEL OF FORTUNE
SEGA
GAMETEK

Wheel of Fortune

Developer	Imagitec Design
Publisher	GameTek
Release date	(us) May, 1992
Genre	Game show
Mode	1-3 Players

Wheel of Fortune is based on the television game show of the same name. The game feature 4,500 different word puzzles for the player to solve with Vanna White turning the tiles on the board.

Both SNES and Genesis feature minor graphical differences from each other. Other differences include the Genesis version of the game also has an options screen where players can select the difficulty level of the computer opponents, how fast the timer is, sounds, etc.

6.0

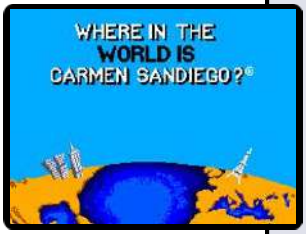
WHEEL OF FORTUNE

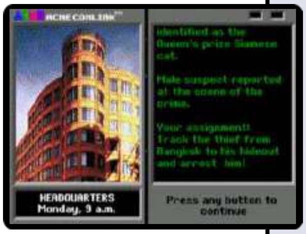
ABCD FGHIJKLMNOPQ TUVWXYZ
WELL DONE
THERE ARE 3 S'S!

N

Where in the World is Carmen Sandiego?

6.7


WHERE IN THE
WORLD IS
CARMEN SANDIEGO?®


ACME CRIMELINK™
HEADQUARTERS
Monday, 9 a.m.
Press any button to continue

identified as the Queen's prize Siamese cat.

Male suspect reported at the scene of the crime.

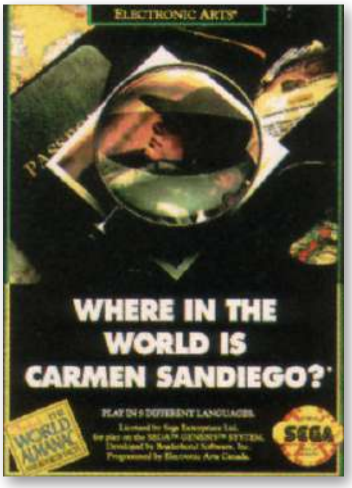
Your assignment: Track the thief from Bangkok to his hideout and arrest him!

N P B

Developer Brøderbund, EA Canada
Publisher Electronic Arts
Release date (us) September, 1992
(eu) 1992
Genre Edutainment
Mode 1 Player

Players start out as a rookie detective whose job is to track down a crop of thieves stealing the world's most precious treasures. After each assignment briefing, they'll be given a deadline to capture the thief that stole the artifact using clues dealing with their knowledge of geography.

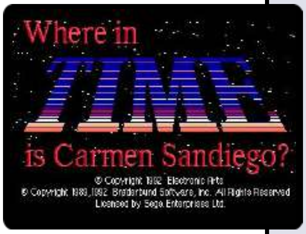
"mobygames.com"

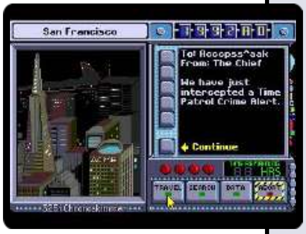

ELECTRONIC ARTS
WHERE IN THE
WORLD IS
CARMEN SANDIEGO?
SEGA

Rarity US: 4
Rarity EU: 4

Where in Time is Carmen Sandiego?

5.5


Where in
TIME
is Carmen Sandiego?
© Copyright 1992 Electronic Arts
© Copyright 1989,1992 Brøderbund Software, Inc. All Rights Reserved
Licensed by Sega Enterprises Ltd.


San Francisco
Continue
TRAVEL
SEARCH
DATA
HRS

To: Acoopss^aak
From: The Chief

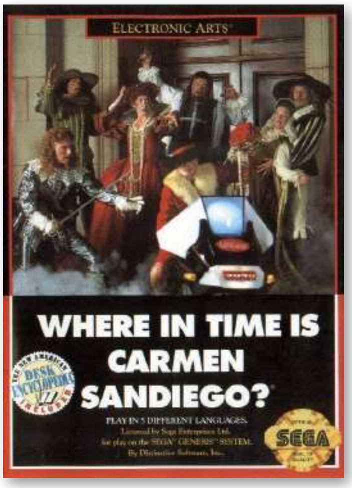
We have just intercepted a Time Patrol Crime Alert.

N P B

Developer Brøderbund, EA Canada
Publisher Electronic Arts
Release date (us) March, 1992
(eu) April, 1992
Genre Edutainment
Mode 1 Player

Players have to travel through time to collect the clue and the warrant necessary to capture Carmen Sandiego or one of her henchmen. The goal of this game is to track Carmen's villains through history and arrest them and ultimately arrest Carmen herself.

In Europe, the game was also seen bundled with an encyclopedia.

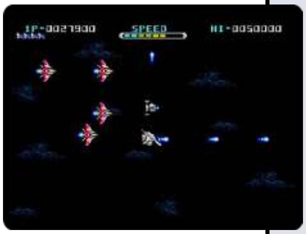

ELECTRONIC ARTS
WHERE IN TIME IS
CARMEN
SANDIEGO?
SEGA

Rarity US: 3
Rarity EU: 3

Whip Rush

7.1

WHIP RUSH
2222AD: THE INVASION OF THE VOLTEGIANS
PRESS START BUTTON
©RENOVATION PRODUCTS, INC. 1990
LICENSED BY SEGA ENTERPRISES LTD.


1P-0021900
SPEED
HI-0050000

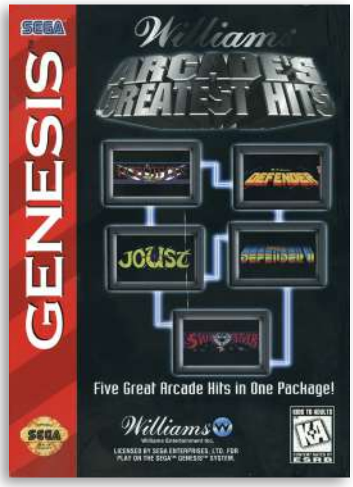
J N

Developer Vic Tokai
Publisher Renovation Products, (jp) Sega
Release date (us) October, 1990
Genre Shooter
Mode 1 Player

Whip Rush's gameplay style was very similar to R-Type: The title ship fly through 7 dangerous stages and fight large bosses using timed attacks. The ship's Options is similar to the ones in Curse or Psychosis: The ship can be equipped with two Options at a time and the player can rotate them around the ship changing their directional fire at the same time. The player has a total of three weapons to choose from and can change the ship's speed through eight levels.

GENESIS
WHIP RUSH
RENOVATION

Rarity US: 2


SEGA
GENESIS
Williams
ARCADE'S GREATEST HITS
DEFENDER
JOUST
DEFENDER II
SINISTAR
Five Great Arcade Hits in One Package!
Williams
K-A

Rarity US: 3
Rarity EU: 5

Williams Arcade's Greatest Hits

Developer	Digital Eclipse Software, Image Impressions
Publisher	Williams Entertainment, (eu) Midway Home E.
Release date	(us) April 10, 1996 (eu) 1996
Genre	Compilation
Mode	1-2 Players

Arcade's Greatest Hits contains a selection of arcade games originally released by Williams Electronics in the early 1980s. The games included are: Defender, Defender II, Joust, Robotron: 2084, and Sinistar.

The ports were handled by Digital Eclipse, who would go on to produce numerous re-releases of this nature (such as Midway Presents Arcade's Greatest Hits: The Atari Collection 1).

6.6

Williams
ARCADE'S GREATEST HITS
©1996 Williams Entertainment, Inc.
All Rights Reserved.
Licensed by Sega Enterprises, Ltd.

N P B

9158
Sorry... we're
CLOSED
FUN TOWN
ARCADE
GENESIS
SUPER NINTENDO
Williams
Open All Night. No Quarters Needed.

5.6

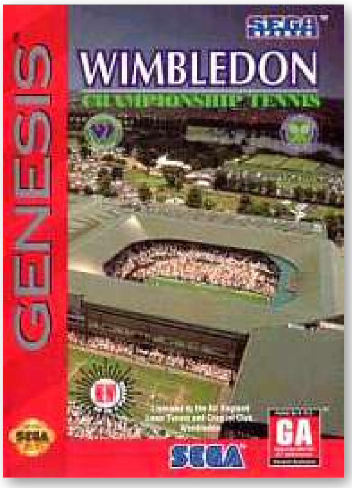
WIMBLEDON
Licensed by The All England Lawn Tennis and Croquet Club, Wimbledon
© 1993 SEGA
Press START button

J N P B

Wimbledon Championship Tennis

Developer SIMS
Publisher Sega, (us) Sega Sports
Release date (us) 1993
(eu) 1993
Genre Sports
Mode 1-4 Players

The oldest of the four Grand Slam tournaments, held in London on grass every July, is the basis for this tennis game. The game is viewed in the typical third person perspective, although with quite a distinct 3D effect and with shadows. The player can play standard 1 or 2 player matches, or play the full tournament from the quarter-final stages onwards.


SEGA
WIMBLEDON
CHAMPIONSHIP TENNIS
GENESIS
GA

Rarity US: 2
Rarity EU: 5

6.1

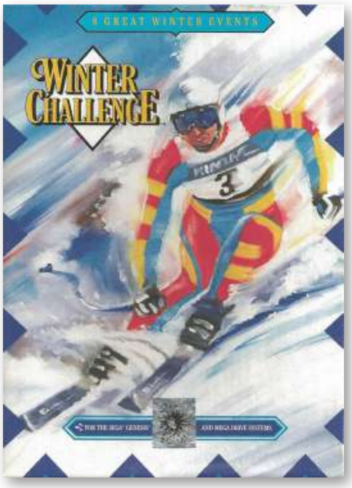
WINTER CHALLENGE
(C) 1991,1992 Accolade (TM), Inc.
Programming
Mike Benna
Jeff Sember

N P

Winter Challenge

Developer MindSpan Technologies
Publisher Ballistic, (eu) Accolade
Release date (us) 1992
(eu) February, 1992
Genre Sports
Mode 1-10 Players

Winter Challenge portrays seven winter sports that are competed in during the Winter Olympics. This game however was not endorsed by the International Olympic Committee, the United States Olympic Committee, or any similar organization for any other country. The game was originally released without a license from Sega, however following the Sega v. Accolade lawsuit, the game was re-released with a license.


8 GREAT WINTER EVENTS
WINTER CHALLENGE

Rarity US: 3
Rarity EU: 3

5.8

THE XVII
OLYMPIC
WINTER
GAMES
LILLEHAMMER
1994

Lillehammer
Dave Stead
0:57:76

J N P

Winter Olympics: Lillehammer 94

Developer Tiertex
Publisher U.S. Gold, (eu) Kixx, (jp) Sega
Release date (us) 1994
(eu) December, 1993
Genre Sports
Mode 1-4 Players

Winter Olympics, released in the United States as Winter Olympic Games, is the official video game of the XVII Olympic Winter Games.

The game feature 10 winter sporting events; Downhill, Giant Slalom, Super G, Slalom, Bobsled, Luge, Freestyle moguls, Ski jumping, Biathlon, and Short track.

U.S. GOLD
PRESENTS
WINTER
OLYMPIC
GAMES
Lillehammer '94
16
SEGA
GENESIS

Rarity US: 3
Rarity EU: 2

Wiz’n’Liz

SEGA
GENESIS
WIZ'N'LIZ
PSYGNOSIS
GA

Rarity US: 4
Rarity EU: 3

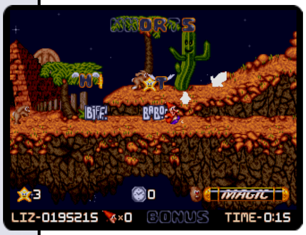
Developer	Raising Hell Productions, Krisalis Software
Publisher	Psygnosis
Release date	(us) 1993 (eu) November 15, 1993
Genre	Platformer
Mode	1-2 Players

Wiz ‘n’ Liz: The Frantic Wabbit Wescue is a humorous, cutesy platform game. With the exception of some end-of-level bosses, the game contains no enemies.

In the game, Wiz and/or Liz must run through the landscape collecting wabbits against a strict time limit. To win, the player must collect floating letters that appear when a wabbit is collected, to spell out a magic word shown at the top of the screen.

7.4

WIZ'N'LIZ
ONE PLAYER START
TWO PLAYER START


3
0
MAGIC
LIZ-0195215
0
BONUS
TIME-0:15

N P

Wolfchild

WOLFCHILD
JVC
GENESIS
SEGA

Rarity US: 5

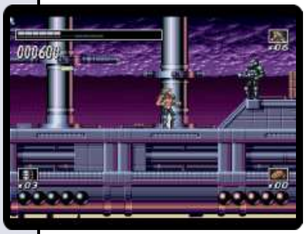
Developer	Core Design, Krisalis Software
Publisher	JVC
Release date	(us) March, 1993
Genre	Action-Platformer
Mode	1 Player

Wolfchild revolves around biotechnology researcher Kal Morrow and his son Saul. When the former is kidnapped by the evil Chimera organization, Saul uses one of his father’s inventions to turn himself into a wolf-human hybrid that may be capable of defeating Chimera.

The player must guide Saul through five levels, negotiating platforms and shooting various monsters, the result of Chimera experiments.

6.2

WOLFCHILD
START
OPTIONS
LAST SCORE
000000
HIGH SCORE
000000



N

Wolverine: Adamantium Rage

SEGA
GENESIS
WOLVERINE
ADAMANTIUM RAGE
Acclaim
MARVEL SOFTWARE
K-A

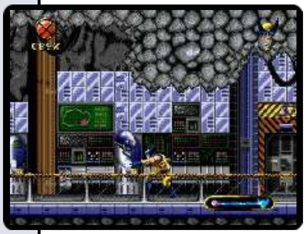
Rarity US: 3
Rarity EU: 4

Developer	Teeny Weeny Games
Publisher	Acclaim Entertainment
Release date	(us) 1994 (eu) December, 1994
Genre	Action-platformer
Mode	1 Player

The player guide Wolverine through large multi-floored levels, attacking enemies or solving puzzles to give him access to new areas. The game have a time limit that expires if the player takes too long, whereupon the character Elsie-Dee automatically finds Wolverine and kills him, wasting one of his five lives. Wolverine is able to perform a multitude of claw attacks, a double jump, and a lunge attack.

5.8

MARVEL COMICS
WOLVERINE
ADAMANTIUM RAGE
Start Game
Options
Files



N P B

6.2

WONDER BOY III
INSERT COIN
MONSTER LAIR
© SEGA WESTONE 1988
SEGA

J P

Wonder Boy III: Monster Lair

Developer	Westone, Sega
Publisher	Sega
Release date	(eu) April, 1991
Genre	Platformer, Shooter
Mode	1-2 Players

Monster Lair, not to be confused with Wonder Boy III: The Dragon's Trap, is unlike other games in the Wonder Boy series, though it at least resembles the original more than it does the various Monster World games. Though it still contains platforming segments, Wonder Boy's sword fires projectiles, and the screen autoscrolls to the right.

"segaretro.org"

MEGA DRIVE
MONSTER LAIR
WONDER BOY III
16-BIT CARTRIDGE
SEGA

Rarity EU: 3

8.1

WONDER BOY
IN MONSTER WORLD
PRESS START BUTTON
© 1991 SEGA
ORIGINAL GAME
© 1989 WESTONE CO.,LTD

GOLD
Found 1 GOLD.

J N P

Wonder Boy in Monster World

Developer	Westone
Publisher	Sega
Release date	(us) February, 1992 (eu) April, 1992
Genre	Action-adventure
Mode	1 Player

The game puts players in control of Shion in his quest to save Monster World from the evil BioMeka. It controls like your standard platformer, but is also filled with Adventure elements close to the ones in The Legend of Zelda such as talking to townsfolk, collecting money to buy items, extending the life bar, and equipping a large variety of armor, weapons and magic.

GENESIS
WONDER BOY
IN MONSTER WORLD
SEGA

Rarity US: 3
Rarity EU: 3

WONDER LIBRARY

J

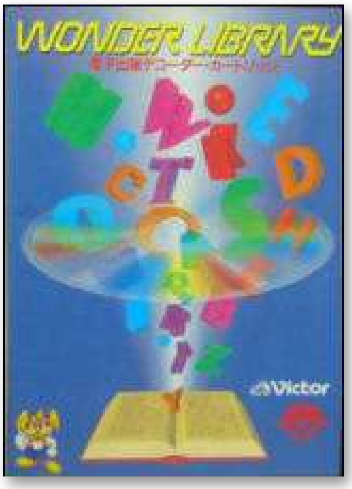
Wonder Library

Developer	Victor Entertainment
Publisher	Victor Entertainment
Release date	(jp) 1993
Genre	Edutainment
Mode	1 Player

Wonder Library is a very rare Mega Drive cartridge which shipped with some variants of the Japanese Wondermega. When hooked up to a Mega Drive connected to the Sega Mega-CD (or a Wondermega), a specific but presently unknown (possibly Sony-made, JVC-made) type of book-on-CD can be played.

As with other Wondermega-related products, the cartridge features Wonder Dog heavily.

"segaretro.org"


WONDER LIBRARY
Victor

SEGA GENESIS
WORLD CHAMPIONSHIP SOCCER
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 2
Rarity EU: 1

World Championship Soccer

Developer	Sega
Publisher	Sega
Release date	(us) 1989 (eu) December, 1990
Genre	Sports
Mode	1-2 Players

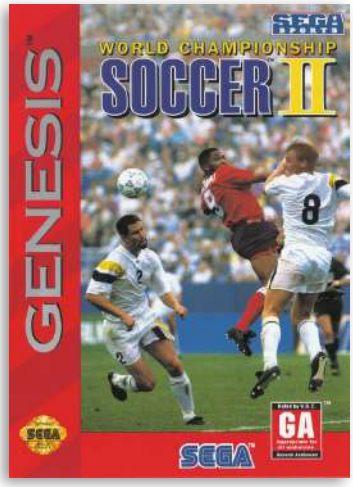
World Championship Soccer, known in Europe as World Cup Italia '90, was one of the first games released for the Genesis in North America. It is a soccer game based on the 1990 FIFA World Cup tournament in Italy, featuring 24 different playable countries. It's the first World Cup official licensed franchise game based on FIFA World Cup featuring official logo and the mascot.

6.0

WORLD CHAMPIONSHIP SOCCER
WORLD CHAMPIONSHIP
TEST MATCH 1P
TEST MATCH 2P
©SEGA 1989

00:00
BRA CHI
0 - 0

J N P B


GENESIS
SEGA SPORTS
WORLD CHAMPIONSHIP
SOCCER II
GA
SEGA

Rarity US: 3
Rarity EU: 5

World Championship Soccer 2

Developer	Graftgold
Publisher	Sega Sports, (eu) Sega
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-4 Players

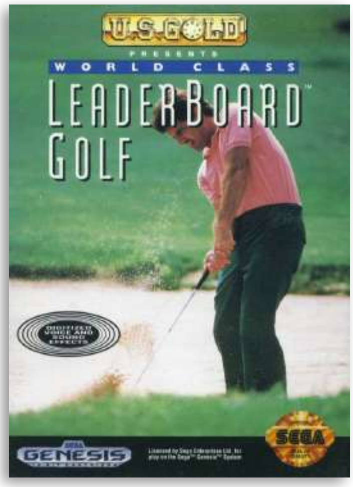
World Championship Soccer II is the sequel to World Championship Soccer and unlike its prequel, the game was only released in Europe and North America.

The game was later re-released as part of the Sega Classic Mega Drive series. It is unusual in comparison to most other titles in this series in that it was not previously a popular large-selling title, while the others (Cool Spot, Shinobi III, TaleSpin etc.) were.

6.6

World Championship Soccer II
(C) 1994 SEGA

N P


U.S. GOLD
WORLD CLASS
LEADERBOARD GOLF
GENESIS
SEGA

Rarity US: 4
Rarity EU: 2

World Class Leaderboard Golf

Developer	Access Software, Tiertex
Publisher	U.S. Gold
Release date	(us) August, 1992 (eu) 1992
Genre	Sports
Mode	1-4 Players

Before the long-running Links series, Access Software produced the Leader Board lineage, which concludes here. Wind, snap and power are the main considerations as players dodge the bunkers, water and rough, which make for more complex courses than the 8-bit versions of the original. The courses provided include real locations: St. Andrews, Cypress Creek and Doral Country Club and a fictional one, The Gauntlet.

6.1

World Class
LEADER BOARD

PAR 4
SCORES

N P B

4.8

US GOLD
presents
WorldCup USA 94
All Programming Graphics and Music by
TIERTEX

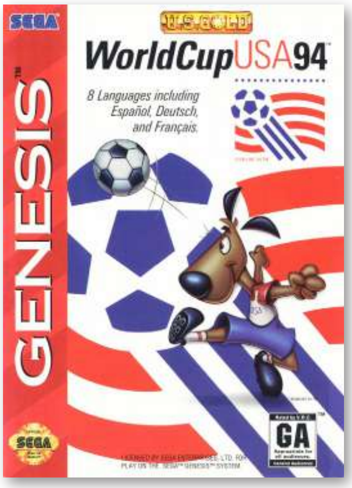
N P B

World Cup USA ‘94

Developer	Tiertex
Publisher	U.S. Gold
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-4 Players

World Cup USA ‘94 gives official groups, teams and the fidelity schedule of the championship. The game is viewed from a bird’s eye-view perspective.

This was the last official FIFA World Cup franchise game before Electronic Arts acquired the rights in 1996 for the FIFA Soccer series.


SEGA
U.S. GOLD
WorldCup USA94
8 Languages including Español, Deutsch, and Français
GENESIS
GA

Rarity US: 2
Rarity EU: 2

Wonder MIDI

N/P

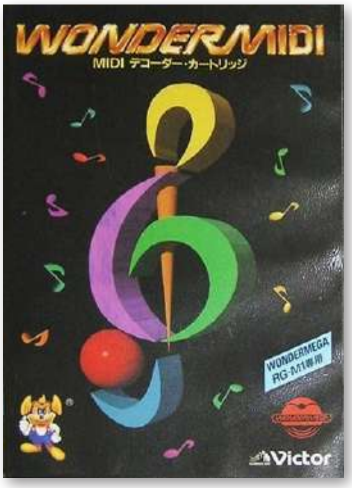
N/P

J

Developer	Victor
Publisher	Victor
Release date	(jp) 1992
Genre	Software
Mode	1 Player

Wonder MIDI is a ridiculously rare Sega Mega Drive cartridge released by Victor in Japan. It was bundled with the RG-M1 variant of the Wondermega. Very little is known about the software, though it does something music-related.

“segaretro.org”


WONDERMIDI
MIDI データー・カートリッジ
WONDERMEGA RG-M1専用
Victor

SEGA
GENESIS
WORLD HEROES
MA-13

Rarity US: 3

World Heroes

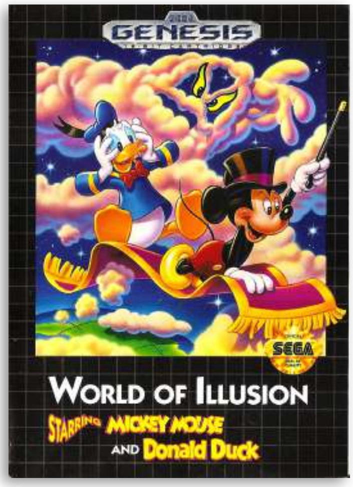
Developer	ADK, Sega Midwest Studio
Publisher	Sega
Release date	(us) 1994
Genre	Fighting
Mode	1-2 Players

World Heroes is a versus fighting game originally developed for the Neo Geo platform. The general premise of the game is that a scientist, Dr. Brown, having perfected a time machine, organize a tournament for various fighters throughout all of history to combat each other. True to this plot, many of the fighters are based on actual historical figures, while some are fictional ones.

5.6

WORLD HEROES
PRESS START
Copyright (C) 1994 SEGA
Licensed from SNK Corporation
Sega version by
Sega Midwest Development Division

N B


GENESIS
SEGA
WORLD OF ILLUSION
STARRING MICKEY MOUSE
AND Donald Duck

Rarity US: 4
Rarity EU: 1

World of Illusion Starring Mickey Mouse and Donald Duck

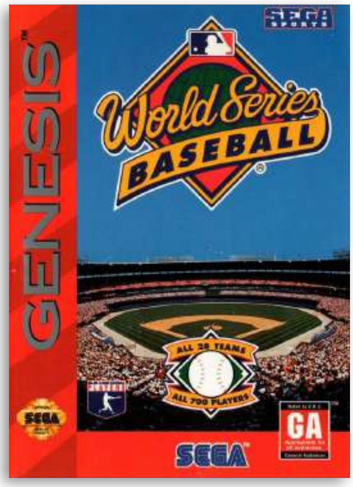
Developer	Sega AM7
Publisher	Sega
Release date	(us) March, 1993
	(eu) December 19, 1992
Genre	Platformer
Mode	1-2 Players

World of Illusion is the “sequel” to Castle of Illusion. Players can either play solo as either Mickey Mouse or Donald Duck, or co-operatively with two players controlling Mickey and Donald whilst sharing from the same pool of lives. After defeating the boss of each level, a new magic spell is learned, allowing the pair to traverse the next level; i.e. flying on a magic carpet.

8.1

World of Illusion
Starring
MICKEY MOUSE & DONALD DUCK
PRESS START BUTTON
© 1992 Disney © 1992 SEGA

J N P B


SEGA
GENESIS
World Series BASEBALL
ALL 28 TEAMS
ALL 700 PLAYERS
GA
SEGA

Rarity US: 1

World Series Baseball

Developer	BlueSky Software
Publisher	Sega Sports
Release date	(us) 1994
Genre	Sports
Mode	1-2 Players

Sega Sports’ World Series Baseball was a major advancement in Sega baseball games in that it included licensed players and teams, and relatively accurate gameplay.

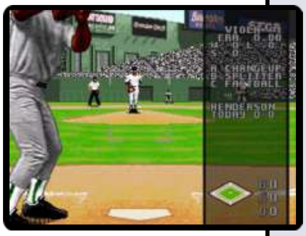
GamePro gave the game a rave review, calling it “arguably the best baseball cart ever.” They praised the use of real life teams, players, and stadiums, the accurate graphical recreation of the stadiums, and the generally impressive graphics.

7.3

SEGA
World Series BASEBALL
Press Start To Begin

N B

7.8



World Series Baseball '95

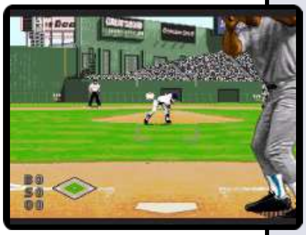
Developer	BlueSky Software
Publisher	Sega Sports
Release date	(us) 1995
Genre	Sports
Mode	1-2 Players

World Series Baseball '95 is a traditional baseball simulation video game that allows players to put teams involved in the 1994 Major League Baseball season in either exhibition, regular season, or playoff mode.

Electronic Gaming Monthly gave the game a rave review, commenting that "The best baseball game of all time has been made better." Both their sports reviewers gave it a 9 out of 10.

Rarity US: 1

7.6

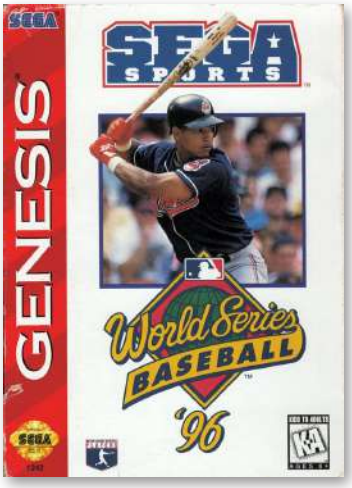


World Series Baseball '96

Developer	BlueSky Software
Publisher	Sega Sports
Release date	(us) 1996
Genre	Sports
Mode	1-2 Players

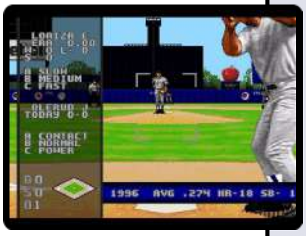
World Series Baseball '96 is a follow-up to the previous two Genesis games in the series with the rosters and stats of the 1995 MLB season as well as the schedule for the 1996 season. It has all 700 players and 28 teams and stadiums. The game types include Exhibition, League, Playoffs, Batting Practice, Homerun Derby, and Classic Homerun Derby. There is also a possibility to play an All-Star game.

"mobygames.com"



Rarity US: 2

7.4



World Series Baseball '98

Developer	BlueSky Software
Publisher	Sega Sports
Release date	(us) 1997
Genre	Sports
Mode	1-2 Players

World Series Baseball 98 is the fourth Genesis game in the baseball series. This entry has the rosters and stats of the 1997 MLB season (including interleague play) as well as updated statistics for the 1996 season featured in the previous game. Once again all 28 teams are featured. The game types are identical to before: Exhibition, League, Playoffs, Batting Practice, Homerun Derby, and Classic Homerun Derby, along with All-Star games.

Rarity US: 3

MEGA DRIVE
WORMS
TEAM17
ocean
SEGA

Worms

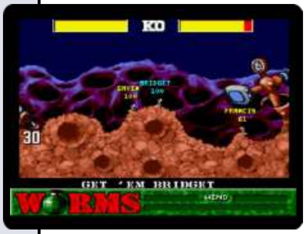
Developer	Team17, East Point Software
Publisher	Ocean Software
Release date	(eu) August 8, 1996
Genre	Strategy
Mode	1-4 Players

The game involves the player controlling a team of worms supplied with a variety of different weapons, with the aim is to eliminate all the enemy worms on a 2D playfield. Worms was revolutionary at the time due to its use of randomly generated and fully destructable landscapes; an explosion for example will leave a round crater, thus limiting the area worms can stand on and potentially creating the need for a different strategy.

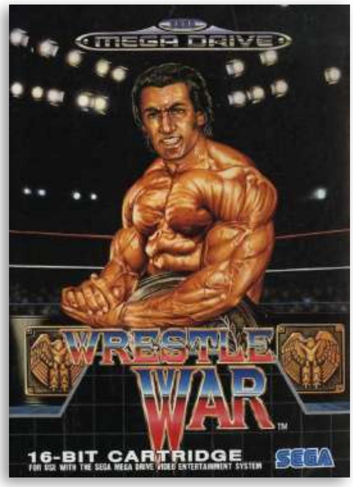
Rarity EU: 3

6.3

WORMS
WORMS
COPYRIGHT 1995
TEAM 17 SOFTWARE LTD
LICENSED BY SEGA ENTERPRISES, LTD.


KO
30
GET 'EM BRIDGET
WORMS

P


MEGA DRIVE
WRESTLE WAR
16-BIT CARTRIDGE
SEGA

Wrestle War

Developer	Sega, SIMS
Publisher	Sega
Release date	(eu) October, 1991
Genre	Sports
Mode	1-2 Players

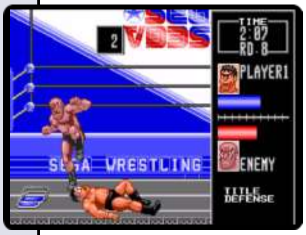
The player takes control of Bruce Blade, a rookie wrestler, through a series of matches to win the Sega Wrestling Alliance championship belt by facing the following wrestlers, each possessing their unique wrestling moves.

Despite being released the same year as the National Wrestling Alliance/World Championship Wrestling's WrestleWar pay-per-view, it is not associated with any wrestling promotion.

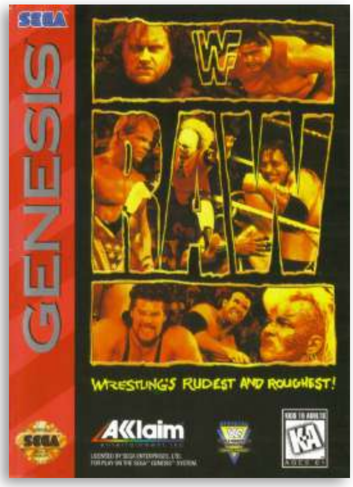
Rarity EU: 3

5.5

WRESTLE WAR
PRESS START BUTTON
© SEGA 1989,1991


TIME 2:07
RD 8
PLAYER1
ENEMY
TITLE DEFENSE
SEGA WRESTLING

J P


SEGA
GENESIS
WF
RAW
WRESTLING'S RUDEST AND ROUGHEST!
Acclaim

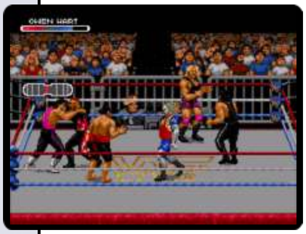
WWF Raw

Developer	Sculptured Software
Publisher	Acclaim Entertainment
Release date	(us) 1994 (eu) 1994
Genre	Sports
Mode	1-4 Players

WWF Raw is a sequel to WWF Royal Rumble. New to the series is differing attributes and a new tug-of-war grapple system. Every wrestler has a unique move based on their real-life finishing move. They all need to be performed in specific positions when the targeted opponent is low on stamina. They all use exactly the same button combination, and most characters taunt if the move was successful.

Rarity US: 2
Rarity EU: 3

7.1



J N P

WWF Royal Rumble

7.0

WWF
ROYAL RUMBLE

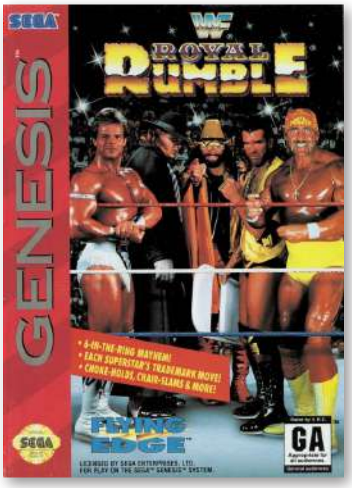
HULK HOGAN
RAZOR RAMON

J N P

Developer	Sculptured Software
Publisher	Flying Edge, (jp) Acclaim Entertainment
Release date	(us) 1993
	(eu) 1993
Genre	Sports
Mode	1-2 Players

WWF Royal Rumble, based on the WWF Royal Rumble television show, was the first game in the series to support the 6 Button Controller and generally a considerable improvement over it’s prequel WWF Super Wrestlemania due to added characters and gameplay modes.

The game was followed up with WWF Raw.


SEGA
GENESIS
WWF
ROYAL RUMBLE
FLYING EDGE
GA

Rarity US: 3
Rarity EU: 3

WWF Super WrestleMania

5.8

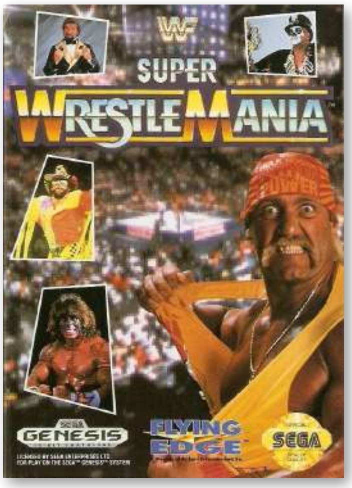
WWF
SUPER WRESTLEMANIA

N P

Developer	Sculptured Software
Publisher	Flying Edge
Release date	(us) November, 1992
	(eu) 1992
Genre	Sports
Mode	1-2 Players

WWF Super WrestleMania is a multiplatform wrestling game based on the World Wrestling Federation. While the Genesis version only has eight wrestlers (versus the ten of the SNES, complete with alterations to the game’s cast), the Genesis game has finishing moves, so is often considered to be the better version of the two.

“segaretro.org”


WWF
SUPER
WRESTLEMANIA
GENESIS
FLYING EDGE
SEGA

Rarity US: 3
Rarity EU: 2

WWF WrestleMania: The Arcade Game

6.9

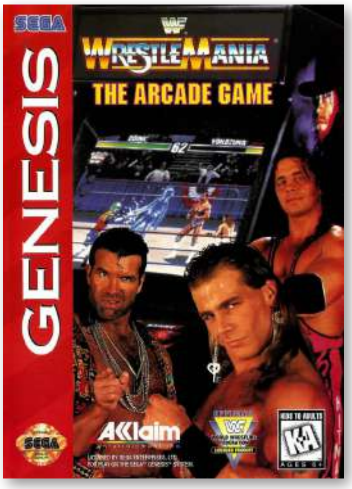
WWF
WRESTLEMANIA
MIDWAY

BAM BAM BIGELOW
81
UNDERTAKER

N P B

Developer	Sculptured Software
Publisher	Acclaim Entertainment
Release date	(us) 1995
	(eu) 1995
Genre	Sports
Mode	1-2 Players

The game plays more like a standard fighter than the wrestling games that would follow it. Attacks are quick and each character has special moves and can perform combos. Rather than a single match the fight is broken up into rounds with two wins needed to become the victor. Single player game modes include Intercontinental Championship and the WWF Championship.


SEGA
GENESIS
WWF
WRESTLEMANIA
THE ARCADE GAME
Acclaim
KA

Rarity US: 3
Rarity EU: 5

GENESIS
X-MEN
SPECIAL EDITION POSTER INSIDE!
Includes maps & hints
SEGA

Rarity US: 2
Rarity EU: 3

X-Men

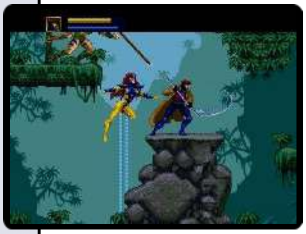
Developer	Western Technologies
Publisher	Sega
Release date	(us) March, 1993 (eu) May, 1993
Genre	Action-platformer
Mode	1-2 Players

Based on the adventures of the Marvel Comics superhero team, the X-Men, one or two players can play as any of four pre-chosen X-Men.

Gambit, Nightcrawler, Wolverine, and Cyclops are available to play. Each character can jump and use various weapons and a superpower which had a usefulness limited by a mutant power bar similar to a life meter, making the player rely more on standard attacks.

7.0

X-MEN
PRESS START BUTTON



N P B

SEGA
GENESIS
X-MEN 2
CLONE WARS
SEGA
K-A

Rarity US: 2
Rarity EU: 4

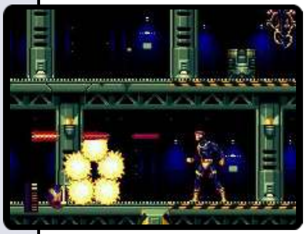
X-Men 2: Clone Wars

Developer	Headgames, Zono
Publisher	Sega
Release date	(us) May 16, 1995 (eu) March, 1995
Genre	Action-platformer
Mode	1-2 Players

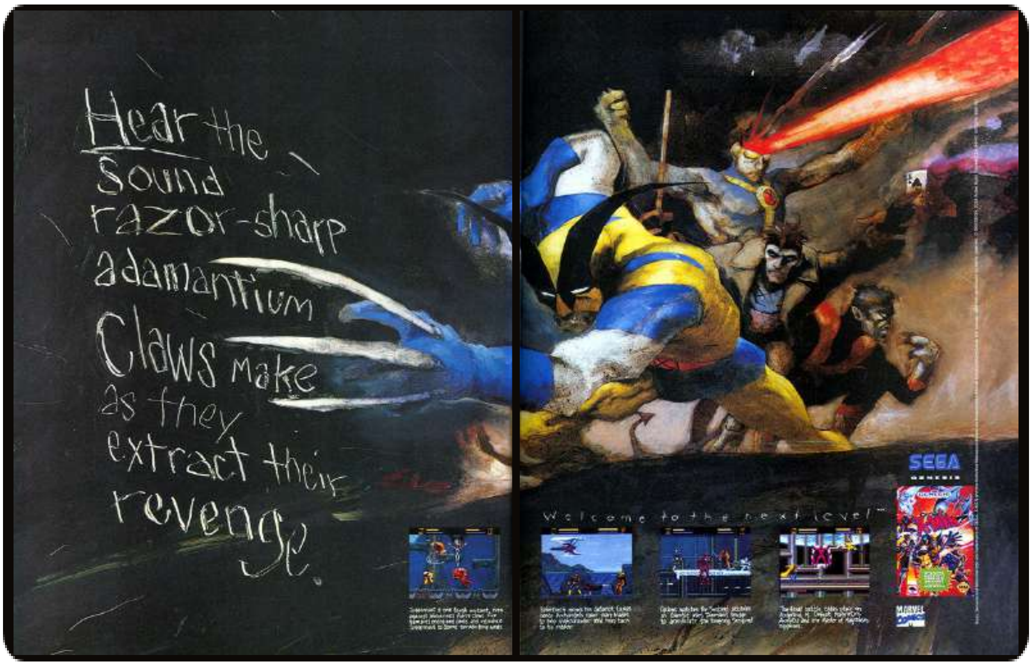
The game is based on the current story arc from the comics at the time of release. The technorganic alien race known as the Phalanx have returned and are seeking to take control of Earth by assimilating all of its inhabitants. Only a select group of X-Men (Beast, Psylocke, Gambit, Nightcrawler, Wolverine, Cyclops) have avoided capture and, temporarily united with their oldest foe, Magneto, they must defeat the Phalanx.

7.7

X-MEN 2
CLONE WARS
DEVELOPED BY HEADGAMES, INC.

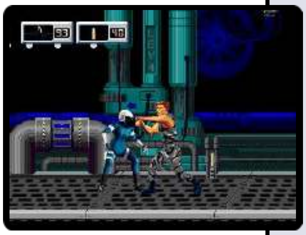


N P B


Hear the Sound razor-sharp adamantium Claws make as they extract their revenge.
Welcome to the next level
SEGA
GENESIS

3.8

X-PERTS™
©1996 SEGA. ALL RIGHTS RESERVED.
PRESS START BUTTON



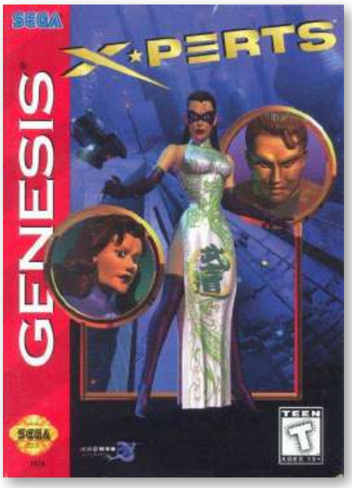
N

X-Perts

Developer	Abalone Entertainment
Publisher	Deep Water
Release date	(us) 1996
Genre	Beat ‘em up
Mode	1 Player

X-Perts is a spin-off of Eternal Champions starring the assassin Shadow Yamoto, who is depicted in her design from Eternal Champions: Challenge from the Dark Side. In the game, the female ninja Shadow leads a group of fellow X-perts in sabotage and other various missions.

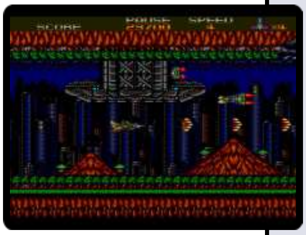
One of the most high profile of the last wave of Genesis games, it was heavily panned by critics as having dull gameplay and poor control.


SEGA
X-PERTS
GENESIS
TEEN

Rarity US: 3

5.8

XDR
X-DAZEDLY-RAY
PUSH START BUTTON
© UNIPACC 1990



J

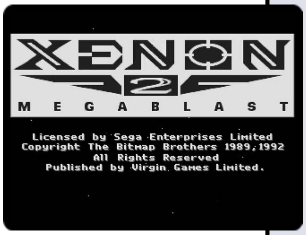
XDR: X-Dazedly-Ray

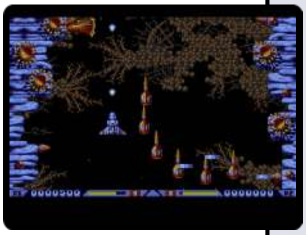
Developer	Affect
Publisher	Unipacc
Release date	(jp) August 26, 1990
Genre	Shooter
Mode	1 Player

XDR is a sideways scrolling shoot ‘em up containing six levels. Players pilot the titular ship through different checkpoint-heavy levels, blasting various ground and sky forces. Rather than having Bomb weapons, the ship is equipped to fire a variety of different shots and smaller bombs. Players can collect power ups such as different firing weapons, ground-force bombs, a shield and Options, all of which is upgradable to three levels.

Mega Drive Cartridge
XDR
X-DAZEDLY-RAY
UNIPACC

6.5


XENON 2
MEGABLAST
Licensed by Sega Enterprises Limited
Copyright The Bitmap Brothers 1989,1992
All Rights Reserved
Published by Virgin Games Limited.



P

Xenon 2 Megablast

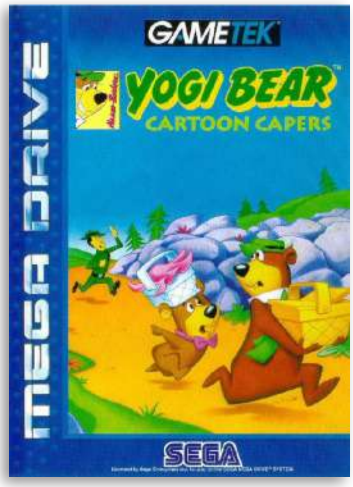
Developer	The Bitmap Brothers
Publisher	Virgin Games
Release date	(eu) November, 1992
Genre	Shooter
Mode	1 Player

Xenon 2: Megablast is a scrolling shoot-’em-up by The Bitmap Brothers and published by Image Works (and later Virgin Games) for a variety of systems including the Mega Drive.

The game was notable for its soundtrack, an arrangement by David Whittaker of the song Megablast (Assault on Precinct 13) (which is also where the game’s subtitle comes from), originally from British group Bomb the Bass.

MEGA DRIVE
XENON 2
MEGABLAST
16-BIT CARTRIDGE
GAMES

Rarity EU: 4


MEGA DRIVE
GAMETEK
YOGI BEAR
CARTOON CAPERS
SEGA

Rarity EU: 5

Yogi Bear: Cartoon Capers

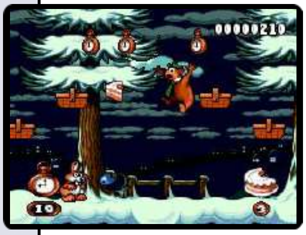
Developer	Empire Interactive
Publisher	GameTek
Release date	(eu) 1994
Genre	Platformer
Mode	1-2 Players

Adventures of Yogi Bear is a platform game in which the player controls Yogi Bear and must progress through five levels representing Yogi's home, Jellystone Park. Jellystone Park must not be turned into a chemical dumping zone; only Yogi can prevent that from happening.

The player must navigate through various climate zones (including tundra, swamps, and grasslands) in order to retrieve picnic baskets.

6.2

YOGI BEAR
PRESS START


00000210
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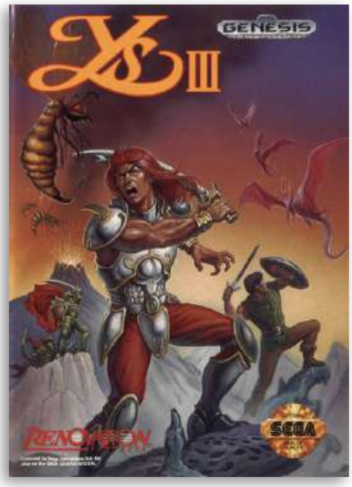

Ys III
GENESIS
RENOVATION
SEGA

Rarity US: 5

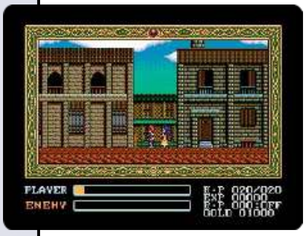
Ys III: Wanderers from Ys

Developer	Riot
Publisher	Renovation Products, (jp) Nihon Falcom
Release date	(us) 1991
Genre	Action role-playing
Mode	1 Player

The perspective of Ys III is a sharp departure from the previous two games. Instead of the previously used top-down camera view, Ys III uses a side-scrolling platformer presentation. Auto-attack is removed; the player must push a button to make Adol attack enemies. As in previous entries, however, neither the player character nor the enemies have temporary invincibility. Otherwise, the gameplay mechanics are identical to previous entries in the series.

6.9

Ys
WANDERERS FROM YS
Licensed by SEGA Enterprises Ltd.


PLAYER
ENEMY
EXP
GOLD

J N

Mega Drive Cartridge メガドライブ専用
幽遊白書
外伝
SEGA

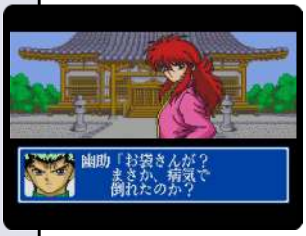
YuYu Hakusho: Gaiden

Developer	Gau Entertainment
Publisher	Sega
Release date	(jp) January 28, 1994
Genre	Adventure
Mode	1 Player

Based on the manga and anime series Yū Yū Hakusho, this is a story of a teenager delinquent Yusuke Urameshi, who was hit by a car while trying to save a child. However, there was no place found for him either in paradise or in hell, and Koenma, and he sent back to the world, where he has to be an "occult detective", fighting against demons. Several characters join him on his quest: Kazuma Kuwabara, his best friend; Kurama, a 1400-year-old demon fox; and Hiei, formerly a demon.

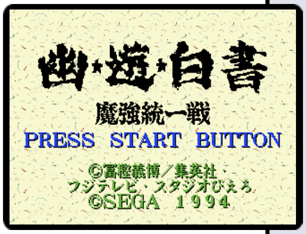
6.4

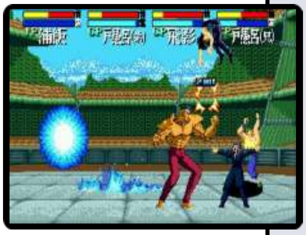
幽遊白書
外伝
ゆうゆうはくしょ
PUSH START BUTTON
©YOSHIHIRO TOGASHI / SHUEISHA
·FUJI TV·ST.PIERROT
©1994 SEGA


幽助「お袋さんが？
まさか、病気で
倒れたのか？

J

8.3





J B

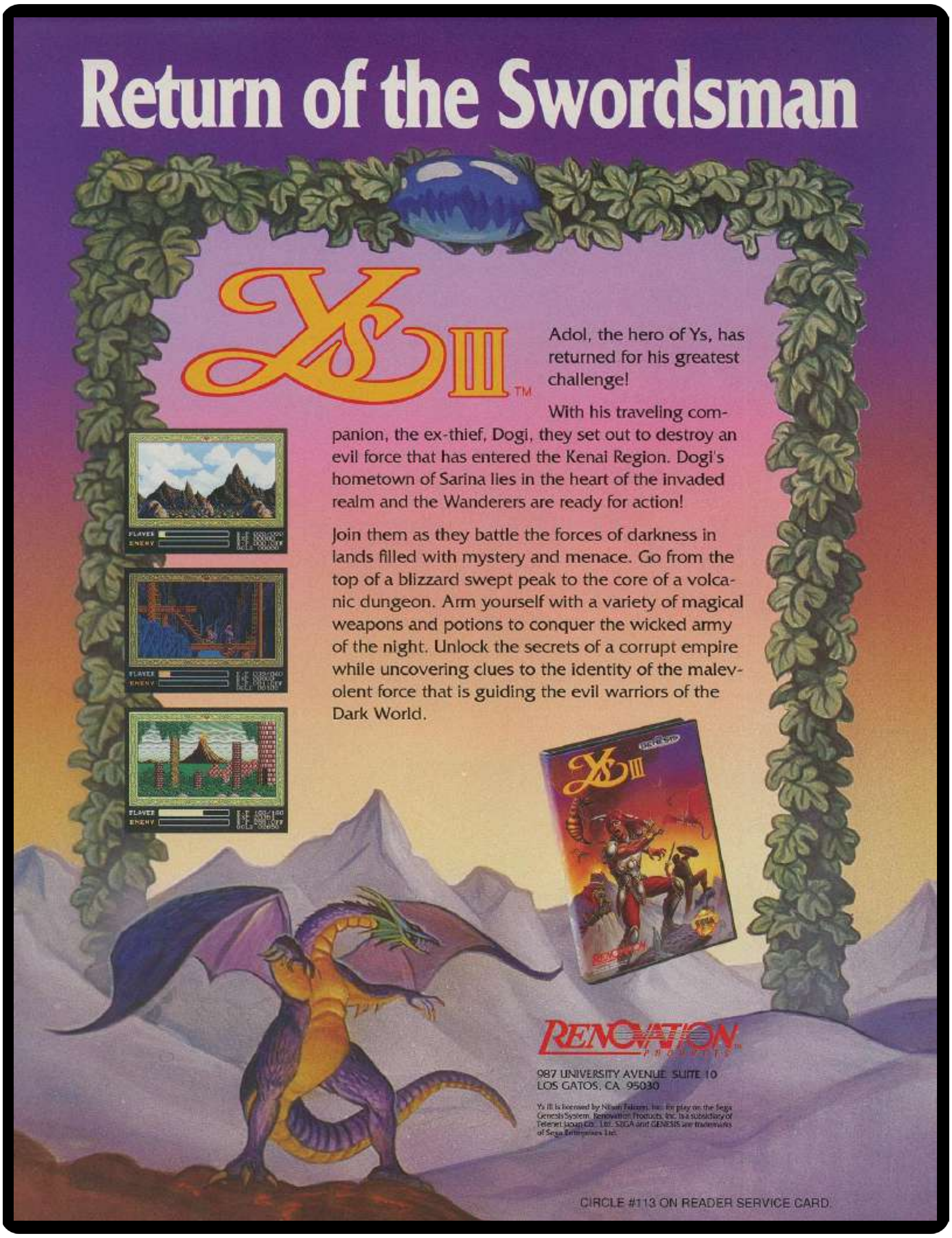
YuYu Hakusho: Makyo Toitsusen

Developer	Treasure
Publisher	Sega, (br) TecToy
Release date	(jp) September 30, 1994
Genre	Fighting
Mode	1-4 Players

Yū Yū Hakusho: Makyō Tōitsusen is a versus fighting game (in the vein of Street Fighter II) based on the Yū Yū Hakusho anime. Eleven characters are available: Sensui, Jin, Itsuki, Genkai, Kuwabara, Yusuke, Kurama, Hiei, Chu and the Toguro Brothers.

TecToy published the game in Brazil as Yuu Yuu Hakusho: Sunset Fighters.

Rarity BR: 8



Return of the Swordsman

Adol, the hero of Ys, has returned for his greatest challenge!

With his traveling companion, the ex-thief, Dogi, they set out to destroy an evil force that has entered the Kenai Region. Dogi's hometown of Sarina lies in the heart of the invaded realm and the Wanderers are ready for action!

Join them as they battle the forces of darkness in lands filled with mystery and menace. Go from the top of a blizzard swept peak to the core of a volcanic dungeon. Arm yourself with a variety of magical weapons and potions to conquer the wicked army of the night. Unlock the secrets of a corrupt empire while uncovering clues to the identity of the malevolent force that is guiding the evil warriors of the Dark World.

RENOVATION PRODUCTS™
987 UNIVERSITY AVENUE SUITE 10
LOS GATOS, CA 95030

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CIRCLE #113 ON READER SERVICE CARD.

Mega Drive Cartridge メガドライブ専用
4メガROM
+S-RAM内蔵
斬 夜叉円舞曲
ZAN
1-2人用 シミュレーションゲーム

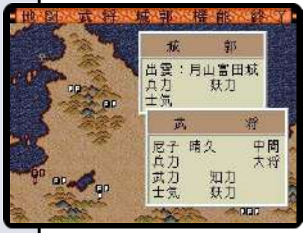
Zan: Yasha Enbukyoku

Developer	Wolf Team
Publisher	Telenet Japan
Release date	(jp) March 29, 1991
Genre	Strategy
Mode	1-2 Players

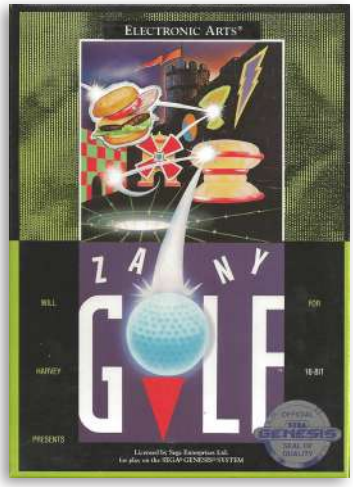
Zan: Yasha Enbukyoku is a strategy game that makes noble yaksha warriors go up against malevolent demons. There is a neutral party made of other Japanese generals and rulers. Units must be deployed for both protection and attack. Natural disasters occur on a random basis, and diplomacy doesn't always work, so that combat is the main feature.

6.6

斬 夜叉円舞曲
PUSH START BUTTON
© 1991 WOLFTEAM



J


ELECTRONIC ARTS
ZANY
GOLF

Rarity US: 5
Rarity EU: 4

Zany Golf

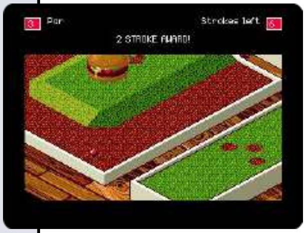
Developer	Sandcastle Productions
Publisher	Electronic Arts
Release date	(us) 1990
	(eu) December, 1990
Genre	Sports
Mode	1-4 Players

Zany Golf, also known as Will Harvey's Zany Golf, is a video game with a fantasy take on miniature golf.

Due to the lack of a mouse or similar pointing device, the Sega Genesis edition of the game omitted the 'Magic Carpet' hole. Instead, the 'Mystery' bonus hole from the computer game appears after 'Ant Hill', although it was renamed 'Knockout Nightmare'.

5.2

Press start to begin.
WILL HARVEY'S
ZANY GOLF


Par
Strokes left
2 STROKE AWARD!

N P B

SEGA
GENESIS
ZERO
The KAMIKAZE Squirrel
SUNSOFT
MA-13

Rarity US: 7
Rarity EU: 7

Zero the Kamikaze Squirrel

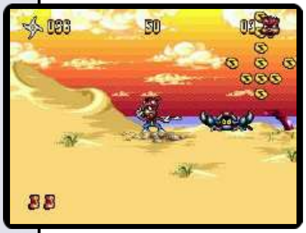
Developer	Iguana Entertainment
Publisher	Sunsoft
Release date	(us) 1994
	(eu) 1994
Genre	Platformer
Mode	1 Player

Zero the Kamikaze Squirrel is a spin-off of the Aero the Acro-Bat series. It follows Zero the Squirrel, Aero's rival from the previous games, traveling back to his forest home to stop an evil lumberjack and is another clone platformer of Sonic.

Electronic Gaming Monthly gave the Genesis version an 8.25 out of 10, praising Zero's innovative techniques, especially his dive and swoop moves.

6.7

start
options
ZERO
THE KAMIKAZE SQUIRREL

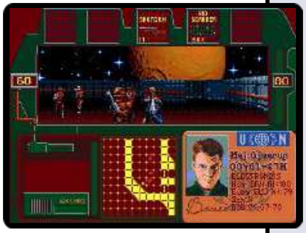


N P

Zero Tolerance

7.0

ZERO
START
OPTIONS

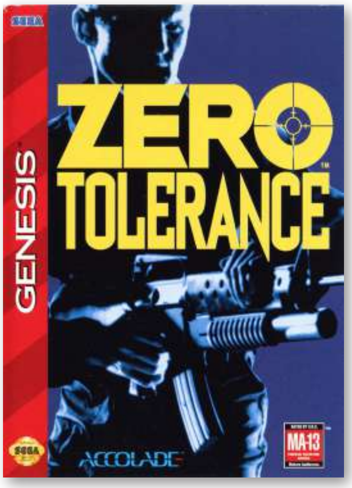


N P B

Developer Technopop
Publisher Accolade
Release date (us) 1994
(eu) September, 1994
Genre First-person shooter
Mode 1 Player

Zero Tolerance is notable for being one of the few first person shooters available for the system, a demanding genre seen by many to be outside the capabilities of the Genesis hardware.

Gameplay in is similar to other first person shooters of the era, with the player controlling one of several characters navigating map from a third-person perspective, shooting enemies while trying to find an exit.

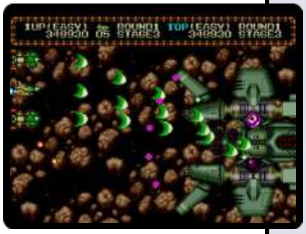

GENESIS
ZERO TOLERANCE
ACCOLADE
MA-13

Rarity US: 4
Rarity EU: 3

Zero Wing

7.0

ZERO WING
PRESS START BUTTON
TOAPLAN
ORIGINAL GAME
© TOAPLAN Co.,Ltd. 1991



J P

Developer Toaplan, Cube
Publisher Sega, (jp) Toaplan
Release date (eu) April, 1992
Genre Shooter
Mode 1 Player

Zero Wing is a 1989 arcade shoot-'em-up by Toaplan, and ported to the Mega Drive in 1991 for Japan and Europe release. It is one of the few Mega Drive ports developed by Toaplan themselves.

The European version of the Mega Drive port was the source for "All your base are belong to us", an Internet meme which plays off of the poorly translated English in the game's introduction.

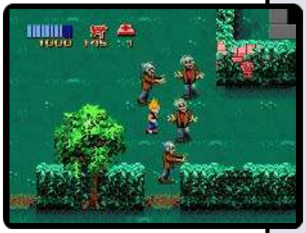
MEGA DRIVE
ZERO WING
16-BIT CARTRIDGE
SEGA

Rarity EU: 4

Zombies Ate My Neighbors

7.8

ZOMBIES ATE MY NEIGHBORS
START
PASSWORD
OPTIONS



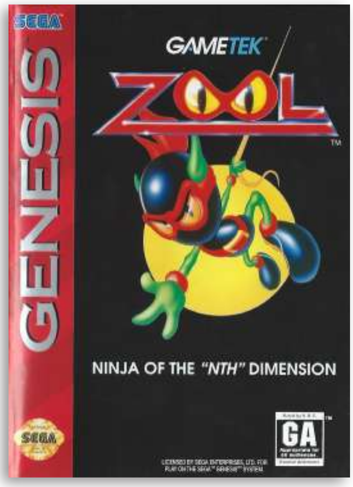
N P

Developer LucasArts
Publisher Konami
Release date (us) September, 1993
(eu) January 27, 1994
Genre Run 'n' gun
Mode 1-2 Players

One or two players take control of protagonists Zeke and Julie in order to rescue the titular neighbors from monsters. Aiding them in this task are a variety of weapons and power-ups that can be used to battle the numerous enemies in each level. Various elements and aspects of horror movies are referenced in the game with some of its more violent content being censored in various territories such as Europe and Australia.

KONAMI
ZOMBIES ATE MY NEIGHBORS
GENESIS
SEGA

Rarity US: 4
Rarity EU: 3


SEGA
GENESIS
GAMETEK
ZOOL
NINJA OF THE "NTH" DIMENSION
GA

Rarity US: 3
Rarity EU: 2

Zool

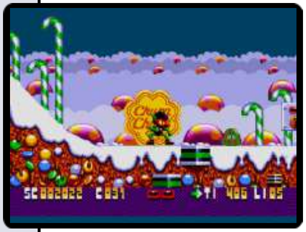
Developer	Gremlin Graphics
Publisher	GameTek, (eu) Electronic Arts
Release date	(us) 1993 (eu) December 10, 1993
Genre	Platformer
Mode	1 Player

Zool: Ninja of the Nth Dimension is a platform game originally produced for the Amiga in 1992. The character was intended as a rival to Sega's own Sonic the Hedgehog.

The protagonist Zool, a gremlin "Ninja of the Nth Dimension" is forced to land on Earth; in order to gain ninja ranking, he has to pass seven lands, beating a boss at the end of each of them.

6.2

ZOOL
press start to play
press a for options



N P

SEGA
GENESIS
ZOOM!
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS VIDEO ENTERTAINMENT SYSTEM

Rarity US: 4
Rarity EU: 4

Zoom!

Developer	Discovery Soft., Cyclone Syst., Sigma Pro-Tech
Publisher	Sega
Release date	(us) January, 1990 (eu) 1990
Genre	Puzzle
Mode	1-2 Players

Zoom! is a 1988 puzzle game developed by Discovery Software International for various computers and ported to the Genesis in 1989.

The game is divided into several stages of several levels each. The goal of each level is to surround each tile with lines so the tiles all flash. Players are situated on the gridlines between each tile; moving around them draws a line around them.

6.1

ZOOM!
PUSH START BUTTON
© DISCOVERY SOFTWARE 1988
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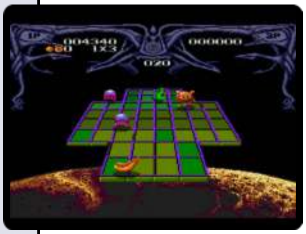
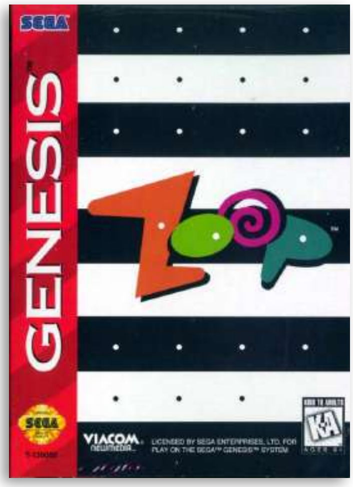
© SEGA 1989



J N P B


SEGA
GENESIS
ZOOP
VIACOM
KA

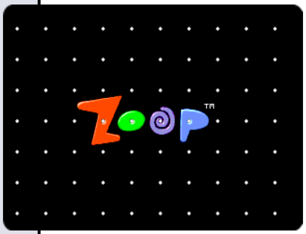
Rarity EU: 3

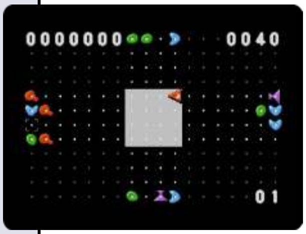
Zoop

Developer	Hookstone, Panelcomp
Publisher	Viacom New Media
Release date	(us) June 1, 1995 (eu) October 28, 1995
Genre	Puzzle
Mode	1 Player

Zoop is a puzzle game similar to the arcade game Plotting, but runs in real time. The player is a colored triangle standing in a 4x4 square in the center of the screen. Lines of different colored objects appear from the four rows on each side of the box. The goal is to destroy those objects before they hit the players square. If players shoot an object of the same color as them, the object will be destroyed.

5.7




0000000
0040
01

N P

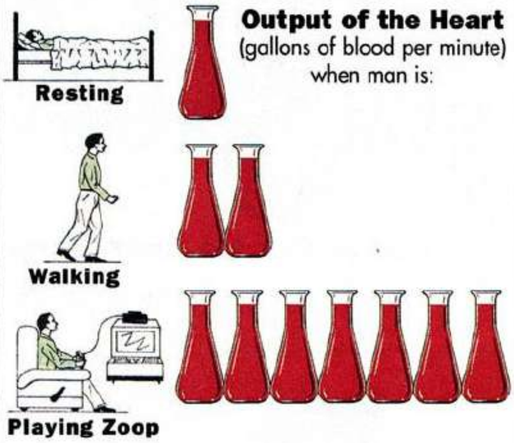
AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED

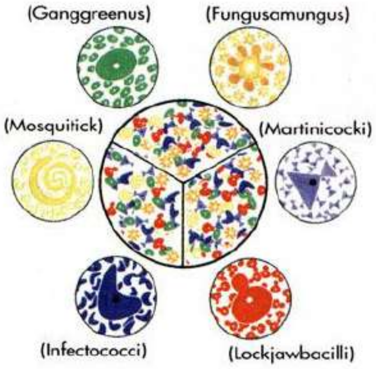
No one is immune

◄···· Parents ····►
ZOOP™
the game
◄···· Children ····►

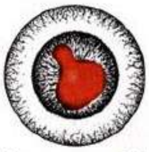
Output of the Heart
(gallons of blood per minute)
when man is:


Resting
Walking
Playing Zoop

($zoopx10^{10}$)

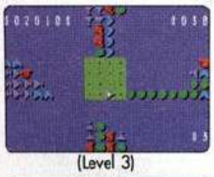

(Ganggreenus)
(Fungusamungus)
(Mosquitick)
(Martinicocki)
(Infectococci)
(Lockjawbacilli)

A healthy Iris

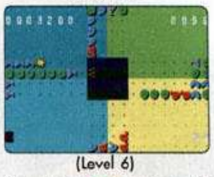


The same Iris
***after* Zoop**

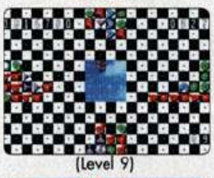
The stages of Zoop
(what to look for)



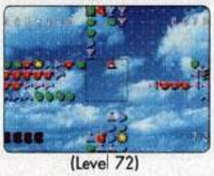
(Level 3)



(Level 6)

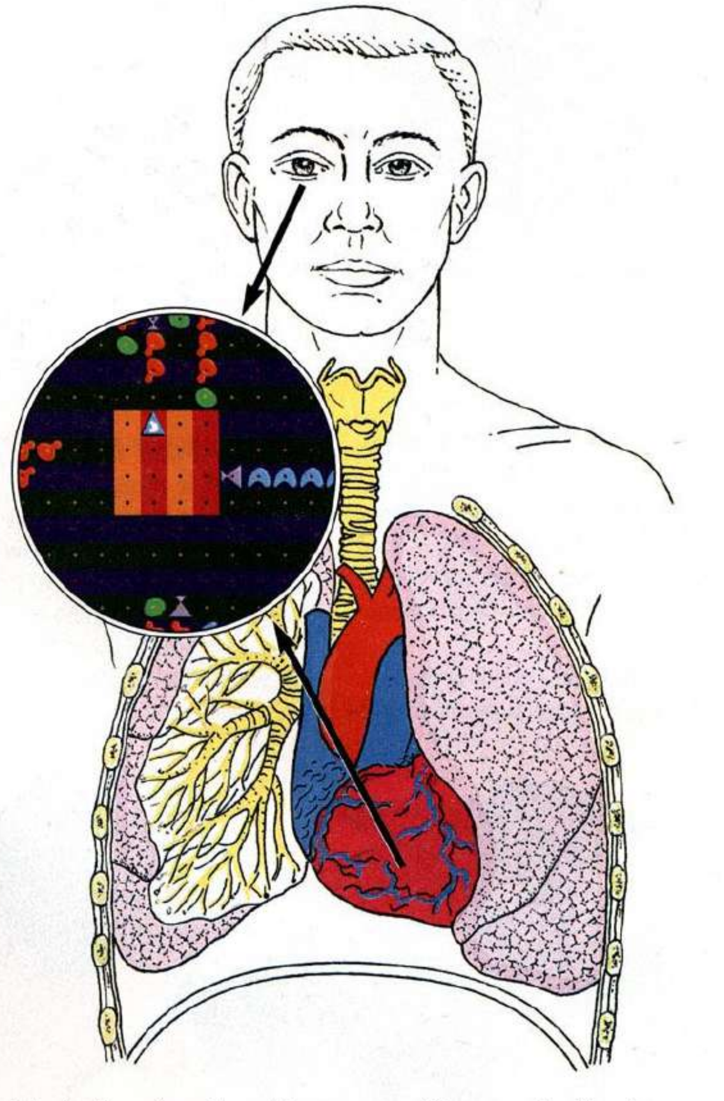


(Level 9)



(Level 72)

(this pattern continues on, and sadly always leads to one's demise)

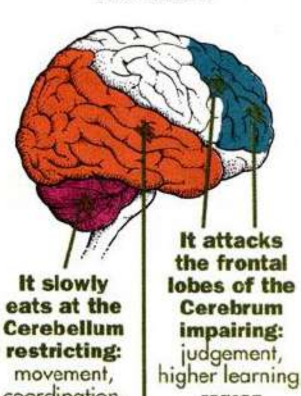


It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop

Genesis™
Super NES®
Game Boy®
Game Gear™
Macintosh®
PC
PlayStation™
Saturn™

How Zoop affects the brain



It slowly eats at the Cerebellum restricting:
movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing:
judgement, higher learning, reason

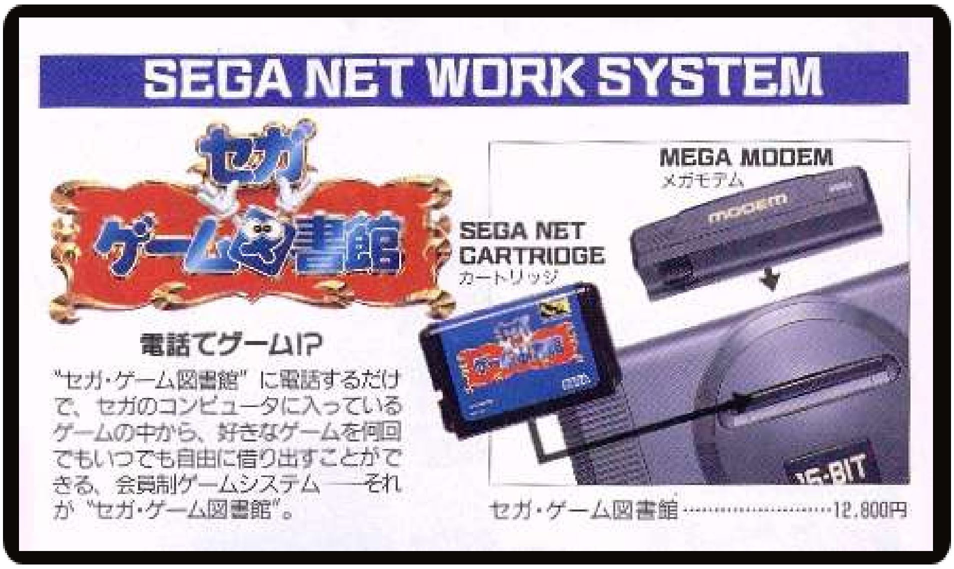
It mutates the Medulla causing irregular:
digestion, respiration, heartbeat

© 1995 Viacom International Inc. Zoop is a trademark of Viacom International Inc. All Rights Reserved. Nintendo, Super NES, Game Boy and the official seal are registered trademarks of Nintendo of America, Inc. ®1991 Nintendo of America, Inc. Sega, Genesis, Game Gear and Saturn are trademarks of Sega Enterprises, LTD. All rights reserved. This official seal is your assurance that this product meets the highest quality standards of Sega. Buy games and accessories with this seal to be sure that they are compatible with the Sega™, Genesis™ System. PlayStation™ & PlayStation logos are trademarks of Sony Computer Entertainment, Inc. This software is compatible with PlayStation game consoles with the NTSC U/C designation.

MEGANET

Sega Meganet, also known as the Net Work System, was an online service for the Mega Drive in Japan. Utilizing dial-up Internet access, Meganet was Sega's first online multiplayer gaming service, and functioned on a pay to play basis. The system functioned through the use of a peripheral called the Mega Modem and offered several unique titles that could be downloaded, and a few could be played competitively with friends. In addition, it shared technology and equipment with more serious services such as the Mega Anser, used for banking purposes. Though the system was announced for North America under the rebranded name "Tele-Genesis", it was never released for that region.

The Meganet service utilized its own library of titles, independent of the Genesis library. Most of these games never received a cartridge release; however, Columns, Flicky, Fatal Labyrinth, Forbidden City, and Teddy Boy Blues each later saw cartridge versions. Several Meganet games would also later appear in Game no Kanzume vol. 2, released for the Mega-CD exclusively in Japan. Most games for the service were small, at around 128kB per game, due to the limits of Internet connection speeds at the time. Downloads were estimated to take about five to eight minutes to complete. All of the Meganet games were available through the Sega Game Library, accessed through the Meganet modem. Due to issues with long-distance charges through the use of telephone lines, as well as seconds of lag time between commands, only two games featured competitive play: Tel-Tel Stadium and Tel-Tel Mahjong, with the remainder of the games available for single players via download. Due to Sega's reluctance to commit to releasing the service in North America, third-party developers in that region were unwilling to invest in developing games specifically for Meganet. This resulted in a low number of titles created for the service.


SEGA NET WORK SYSTEM
セガ
ゲーム図書館
MEGA MODEM
メガモデム
SEGA NET CARTRIDGE
カートリッジ
16-BIT

電話てゲーム!?

"セガ・ゲーム図書館" に電話するだけで、セガのコンピュータに入っているゲームの中から、好きなゲームを何回でもいつでも自由に借り出すことができる、会員制ゲームシステム――それが "セガ・ゲーム図書館"。

セガ・ゲーム図書館……………………12,800円

Teddy Boy Blues

6.4

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Platformer

Originally a 1985 game for the Sega System 1 by Sega, the game was endorsed by Japanese singer Yohko Ishino, whose song of the same name was both the source of its title and the music in the background. In the game, players take the role as a kid who must destroy boxes from which enemies come out.

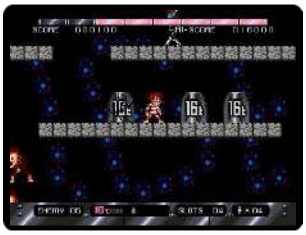
3.5

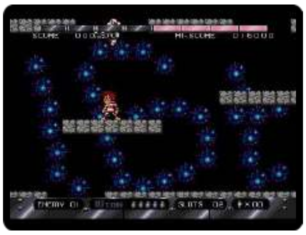
16t
PUSH START
© SEGA 1991

16t

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Action

16t is a 1991 action game released exclusively on the Sega Game Toshokan service (and on various compilations). Players take the role as a computer programmer who goes into his bugged program to debug it by squishing the bugs with 16-ton weights. Levels are a series of platforms that wrap around both horizontally and vertically.





4.1

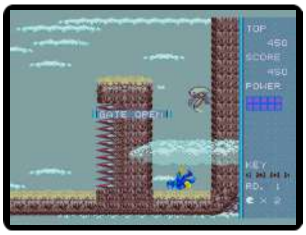
HERO IN THE SKY
アウォーグ
PUSH START BUTTON
© SEGA 1991

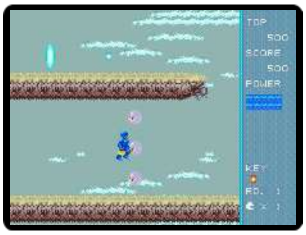
Aworg: Hero In The Sky

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Action

Awogue is a scrolling action game where the player controls the titular hero as he flies and floats around each stage. He must collect three flashing “gate keys” in order to open the warp gate on each stage, while fending off enemies and avoiding various hazards.

“mobygames.com”





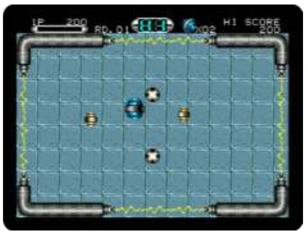
2.1

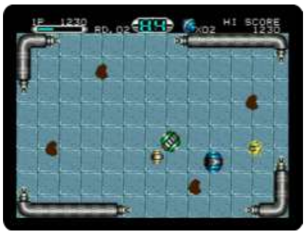
HYPER MARBLES
1 PLAY
VS PLAY
© SEGA 1991

Hyper Marbles

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Puzzle
Mode	Action

Hyper Marbles takes the basic concept of the classic marble game - to knock the opponent’s marbles out of the playfield - and gives it a futuristic sci-fi twist. The player directs their robotic marble around the field, attempting to push their opponents into the deadly electrified walls lining the arena.





7.2

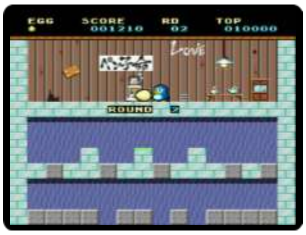
イカスぜ! 恋の
どきどきペンギンランドMD
すたーと ぼたん おしてね

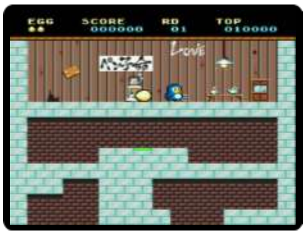
Ikazuse! Koi no Doki Doki Penguin Land MD

Developer	Sega
Publisher	Sega
Release date	(jp) 1992
Genre	Puzzle

This is an update to the previous games in the series, Doki Doki Penguin Land and Penguin Land, and features the same basic gameplay of having to guide an egg to the bottom of the screen.

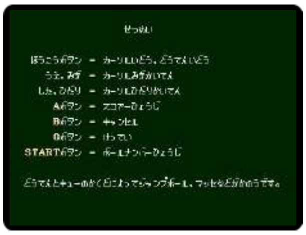
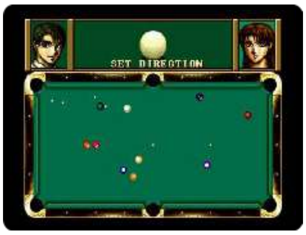
“segaretro.org”





Kiss Shot

3.6



SET DIRECTION

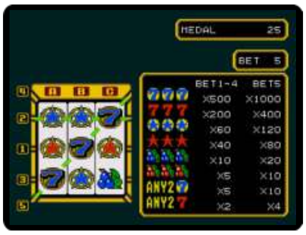
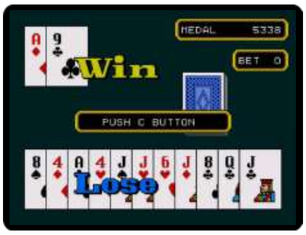
KISS
SHOT
PUSH START BUTTON
© SEGA 1992

Developer	Sega
Publisher	Sega
Release date	(jp) 1992
Genre	Sports

Kiss Shot is a simple pool game for one to four players. It uses an overhead viewpoint and shot system very similar to Data East's Side Pocket, and features a standard nine ball mode for one or two players, as well as a ten ball game called "Boulard" which incorporates elements of bowling into the rules and allows for up to four players.

Medal City

3.0


MEDAL 25
BET 5

MEDAL 5338
BET 0
Win
PUSH C BUTTON
Lose

MEDAL CITY
©1991 SEGA
PUSH START BUTTON

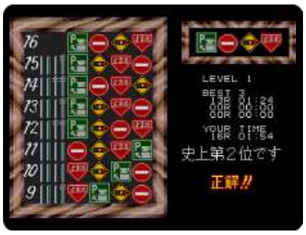
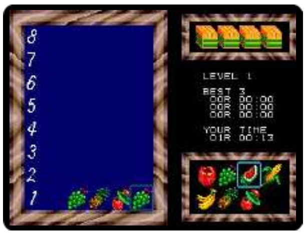
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Casino

Medal City is a simple casino game collection that offers three different games: Poker, Black Jack, and Slots. Each game is for one player only, and is a basic reproduction of the real-life game. The player starts with 30 chips, and can freely choose between each game betting as they see fit. Winnings can be saved via password.

"mobygames.com"

Mega Mind

5.3


LEVEL 1
史上第2位です
正解!!


MEGA MIND
PRESS START BUTTON
© 1989 LASZLO OLAH
PROGRAMMED GAME © SEGA 1991

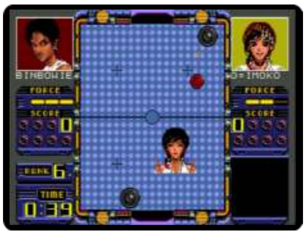
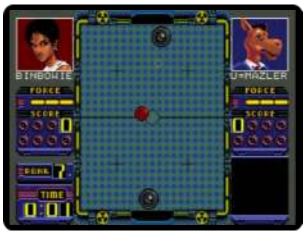
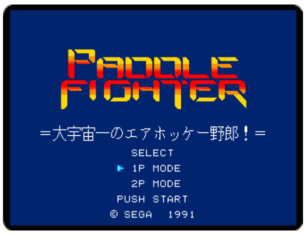
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Strategy

MegaMind is a sega version of the classic code-breaking board game Mastermind for one player. The player must guess a four-digit sequence of pieces within a set number of turns; the only feedback given is an indication of how many correct pieces are present and how many correct pieces are both present and in the correct place.

"mobygames.com"

Paddle Fighter

6.0


BINBOWIE
FORCE
SCORE
TIME
0:39

BINBOWIE
U-MAZLER
FORCE
SCORE
TIME
0:01

PADDLE FIGHTER
=大宇宙一のエアホッケー野郎！=
SELECT
1P MODE
2P MODE
PUSH START
© SEGA 1991

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Sports

Paddle Fighter is a digital version of the popular game of air hockey. Two players each control a round paddle, and must attempt to hit a puck into the opposing player's goal, with the winner being the first to seven goals. Each player has a number of special moves available to them, which include defensive and offensive moves.

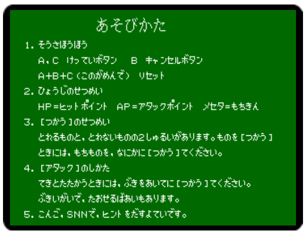
6.1

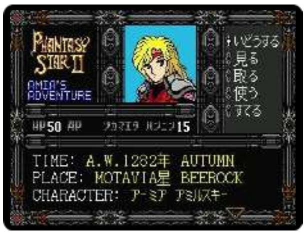
PHANTASY STAR II
AMIA'S ADVENTURE

Phantasy Star II: Amia's Adventure

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

This game is one of the eight text adventures that chronicles the lives of characters before their story continues in Phantasy Star II. Each of the Phantasy Star II Text Adventure games had identical gameplay mechanics. This chapter details Anna's origin as a bounty hunter.


あそびかた
1. そうさほうほう
A，C　けっていボタン　B　キャンセルボタン
A+B+C（このがめんで）　リセット
2. ひょうじのせつめい
HP＝ヒットポイント　AP＝アタックポイント　メセタ＝もちきん
3. ［つかう］のせつめい
とれるものと，とれないものの2しゅるいがあります。ものを［つかう］
ときには，もちものを，なにかに［つかう］てください。
4. ［アタック］のしかた
てきとたたかうときには，ぶきをあいてに［つかう］てください。
ぶきいがいで，たおせるばあいもあります。
5. こんご，SNNで，ヒントをだすよていです。


PHANTASY STAR II
AMIA'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP
15
TIME: A.W.1282年 AUTUMN
PLACE: MOTAVIA星 BEEROCK
CHARACTER: アーミア アミルスキー

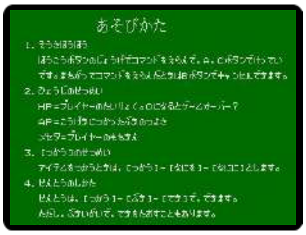
7.5

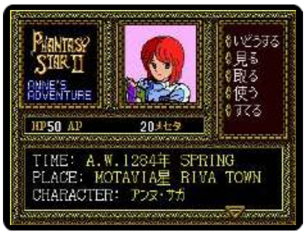
PHANTASY STAR II
ANNE'S ADVENTURE

Phantasy Star II: Anne's Adventure

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

Amy Sage has just finished her internship at the hospital in River Town, and has become a full-fledged doctor. Her chapter follows her hunt after a dangerous Biomonster, giving the player some insight into why she became a doctor and decided to help victims of Biomonster attacks.




PHANTASY STAR II
ANNE'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP
20メセタ
TIME: A.W.1284年 SPRING
PLACE: MOTAVIA星 RIVA TOWN
CHARACTER: アンヌ・サガ

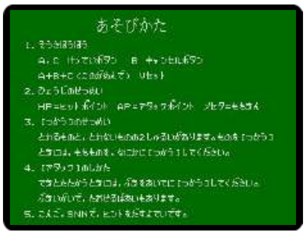
7.5

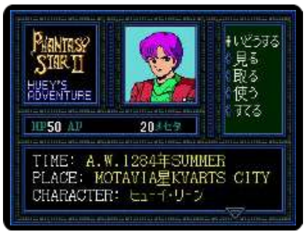
PHANTASY STAR II
HUEY'S ADVENTURE

Phantasy Star II: Huey's Adventure

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

Hugh Thompson is a scholar in biology at Motavia University. He's called in by the University president to investigate an incident involving an energy-sapping plant creature roaming the campus, feeding itself on electricity and steadily growing larger in the process.




PHANTASY STAR II
HUEY'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP
20メセタ
TIME: A.W.1284年SUMMER
PLACE: MOTAVIA星KVARTS CITY
CHARACTER: ヒューイ・リーン

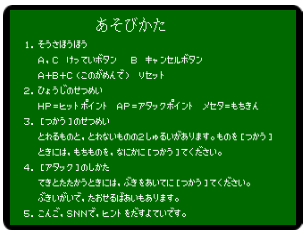
7.2

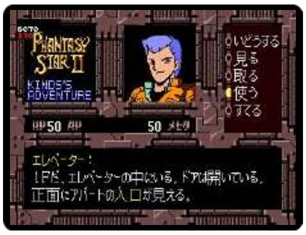
PHANTASY STAR II
KINDS'S ADVENTURE

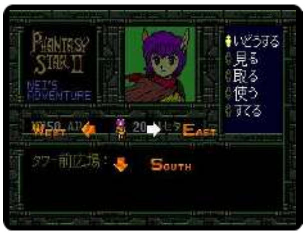
Phantasy Star II: Kinds's Adventure

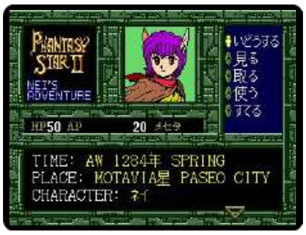
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

Josh Kain is an 18 year old aspiring engineer who always loved machines, and had become quite knowledgeable in how electrical devices and robots function. He starts off joining a gang of rebels out to destroy Mother Brain, before he eventually ends up teaming up with Rolf.


あそびかた
1. そうさほうほう
A，C　けっていボタン　B　キャンセルボタン
A+B+C（このがめんで）　リセット
2. ひょうじのせつめい
HP＝ヒットポイント　AP＝アタックポイント　メセタ＝もちきん
3. ［つかう］のせつめい
とれるものと，とれないものの2しゅるいがあります。ものを［つかう］
ときには，もちものを，なにかに［つかう］てください。
4. ［アタック］のしかた
てきとたたかうときには，ぶきをあいてに［つかう］てください。
ぶきいがいで，たおせるばあいもあります。
5. こんご，SNNで，ヒントをだすよていです。


PHANTASY STAR II
KINDS'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP
50 メセタ
エレベーター：
1Fだ、エレベーターの中にいる。ドアは開いている。
正面にアパートの入口が見える。


PHANTASY STAR II
NEI'S ADVENTURE
いどうする
見る
取る
使う
すてる
WEST
EAST
タワー前広場：
SOUTH


PHANTASY STAR II
NEI'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP 20 メセタ

TIME: AW 1284年 SPRING
PLACE: MOTAVIA星 PASEO CITY
CHARACTER: ネイ

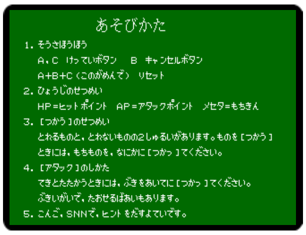
Phantasy Star II: Nei's Adventure

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

This chapter features Nei - a Numan created through an experiment to breed humans with biomonsters. After her escape from Neifirst, Nei has sought refuge at the home of an elderly couple, however, since Nei was not meant to exist, a bounty was placed on her.

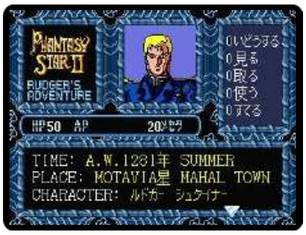
7.4

PHANTASY STAR II
NEI'S ADVENTURE



あそびかた

1. そうさほうほう
A，C けっていボタン B キャンセルボタン
A+B+C（このがめんで） リセット
2. ひょうじのせつめい
HP＝ヒットポイント AP＝アタックポイント メセタ＝もちきん
3. ［つかう］のせつめい
とれるものと，とれないものの2しゅるいがあります。ものを［つかう］
ときには，もちものを，なにかに［つかっ］てください。
4. ［アタック］のしかた
てきとたたかうときには，ぶきをあいてに［つかっ］てください。
ぶきいがいで，たおせるばあいもあります。
5. こんご，SNNで，ヒントをだすよていです。


PHANTASY STAR II
RUDGER'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP 20メセタ

TIME: A.W.1281年 SUMMER
PLACE: MOTAVIA星 MAHAL TOWN
CHARACTER: ルドガー シュタイナー

Phantasy Star II: Rudger's Adventure

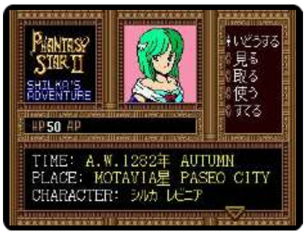
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

This chapter features Rudolf "Rudo" Steiner, who, after heading home while off-duty from the military, finds his wife and child killed, and his hometown devastated after the attack of a mole-like Biomonster. He sets out to hunt the monster down for revenge.

7.2

PHANTASY STAR II
RUDGER'S ADVENTURE

PHANTASY STAR II
SHILKA'S ADVENTURE
いどうする
見る
取る
使う
すてる
WEST
SOUTH


PHANTASY STAR II
SHILKA'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP

TIME: A.W.1282年 AUTUMN
PLACE: MOTAVIA星 PASEO CITY
CHARACTER: シルカ レビニア

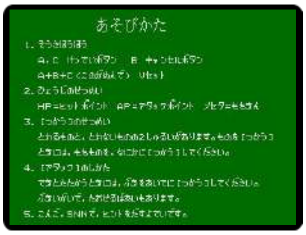
Phantasy Star II: Shilka's Adventure

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

Shir Gold – the only child of a wealthy family in Paseo, she belongs to the well-to-do of Motavia. Her adventure outlines one of her escapades as a thief, as she plans to steal a valuable painting entitled "Opa-Opa", which is on display in a hotel exhibit.

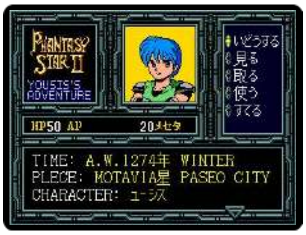
7.6

PHANTASY STAR II
SHILKA'S ADVENTURE



あそびかた

1. そうさほうほう
A，C けっていボタン B キャンセルボタン
A+B+C（このがめんで） リセット
2. ひょうじのせつめい
HP＝ヒットポイント AP＝アタックポイント メセタ＝もちきん
3. ［つかう］のせつめい
とれるものと，とれないものの2しゅるいがあります。ものを［つかう］
ときには，もちものを，なにかに［つかっ］てください。
4. ［アタック］のしかた
てきとたたかうときには，ぶきをあいてに［つかっ］てください。
ぶきいがいで，たおせるばあいもあります。
5. こんご，SNNで，ヒントをだすよていです。


PHANTASY STAR II
YOUSIS'S ADVENTURE
いどうする
見る
取る
使う
すてる
HP50 AP 20メセタ

TIME: A.W.1274年 WINTER
PLECE: MOTAVIA星 PASEO CITY
CHARACTER: ユーシス

Phantasy Star II: Eusis's Adventure

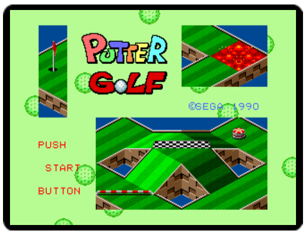
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Adventure

Rolf is a government agent working out of the town of Paseo on Motavia, and the main character of Phantasy Star II. The game describes Rolf's childhood as a young and talented, but conceited sword prodigy, eventually leading up to his induction as an agent in duty of the government.

7.2

PHANTASY STAR II
YUSHIS'S ADVENTURE

5.6

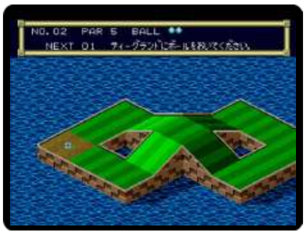

PUTTER GOLF
©SEGA 1990
PUSH
START
BUTTON

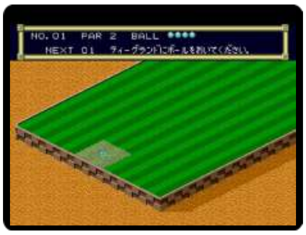
Putter Golf

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Sports

Putter Golf is essentially (but whether or not it officially is is unknown) a Mega Drive version of Putt & Putter: a very simple golf game with an isometric perspective. Rather than compete on wide open courts however, the game opts for much smaller levels which would only require a putter (much like minigolf).

"segaretro.org"


NO. 02 PAR 5 BALL
NEXT 01


NO. 01 PAR 2 BALL
NEXT 01

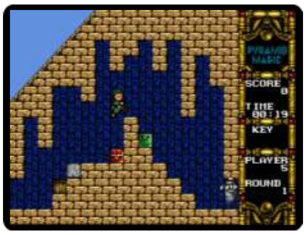
6.6

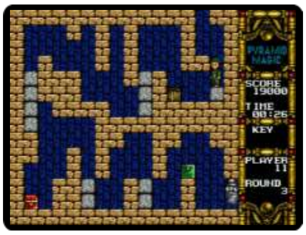
PYRAMID MAGIC
GAME START
PASSWORD
© SEGA 1991

Pyramid Magic

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Puzzle

Pyramid Magic is a platform puzzle game that casts the player as a explorer seeking a treasure hidden deep within a pyramid. Each stage contains blocks, treasure, and an exit which is blocked by a ghost. The explorer can destroy the blocks as well as carry them, and can also move through small openings by carrying blocks into them.


SCORE
TIME
KEY
PLAYER
ROUND


SCORE
TIME
KEY
PLAYER
ROUND

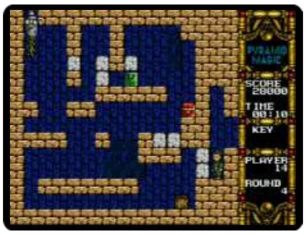
6.3

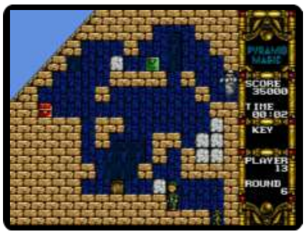
PYRAMID MAGIC II
GAME START
PASSWORD
© SEGA 1991

Pyramid Magic II

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Puzzle

Pyramid Magic II claims to be a "sequel" to Pyramid Magic, though is more of a continuation of the original game, with identical graphics, sounds and gameplay. It even shows the Pyramid Magic levels on the map screen. The difference is that Pyramid Magic II offers harder levels.


SCORE
TIME
KEY
PLAYER
ROUND


SCORE
TIME
KEY
PLAYER
ROUND

5.0

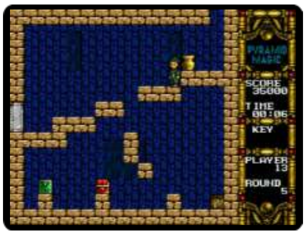
PYRAMID MAGIC III
GAME START
PASSWORD
© SEGA 1991

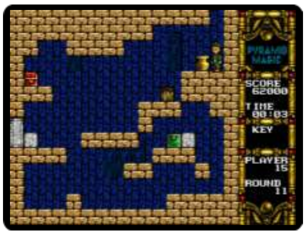
Pyramid Magic III

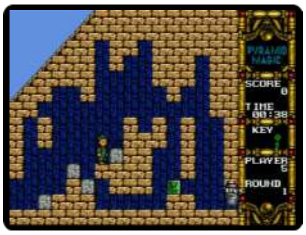
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Puzzle

Pyramid Magic III is a "sequel" to Pyramid Magic II, and like Pyramid Magic II offers little more in terms of upgrades other than harder levels.

"segaretro.org"


SCORE
TIME
KEY
PLAYER
ROUND


SCORE
TIME
KEY
PLAYER
ROUND


PYRAMID MAGIC
SCORE
TIME
KEY
PLAYER
ROUND

GAME OVER
PYRAMID MAGIC
SCORE
TIME
KEY
PLAYER
ROUND

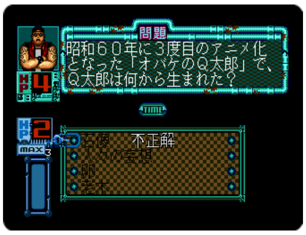
Pyramid Magic Special

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Puzzle

Pyramid Magic Special is essentially a re-tooled version of the original Pyramid Magic, with identical graphics, gameplay and music. The levels are mostly the same also, but generally have more obstacles to make them less straight forward.

8.5

PYRAMID MAGIC
Special
GAME START
PASSWORD
© SEGA 1991



Riddle Wired

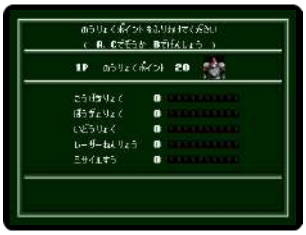
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Game show

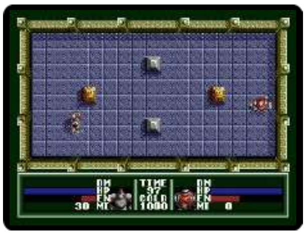
A terrorist group has taken control of an armed satellite and is attacking all the nations of the Earth. The mission: infiltrate and recapture the satellite...by answering trivia questions. Riddle Wired is a Japanese-style quiz game, and despite the scenario, the entirety of the game consists of answering general knowledge questions.

“mobygames.com”

6.0

RIDDLE WIRED
クイズ独占企業の崩壊
PRESS START BUTTON
1P MODE
2P MODE
© SEGA 1991
8月 VOL. 1





Robot Battler

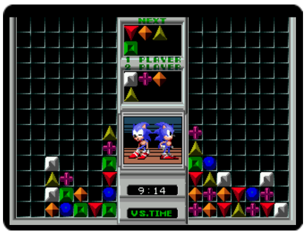
Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Action

Robot Battler is a simple action simulation game where the player builds a robot and pits it against another. In building their robot, the player must first distribute points to five different stats, and then may also purchase weapon and body parts. Once the setup is complete, it’s off to battle.

“mobygames.com”

7.3

ROBOT BATTLER
PUSH START
1 PLAYER
2 PLAYERS
© SEGA 1991



Sonic Eraser
YOU WIN!

Sonic Eraser

Developer	Sega
Publisher	Sega
Release date	(jp) 1991
Genre	Puzzle

Sonic Eraser is a puzzle game very similar to Columns that features Sega mascot Sonic the Hedgehog. Pieces in different arrangements drop into a well; if two or more matching pieces touch, they disappear and the above pieces fall to take their place.

“mobygames.com”

5.0

Sonic Eraser
© SEGA 1991
PUSH START BUTTON

SEGA CHANNEL

Sega Channel was an online game service developed by Sega for the Sega Genesis, serving as a content delivery system. In April 1993, Sega announced the Sega Channel service, which would utilize cable television services to deliver content. National testing in the United States for the service began in June, and deployment across the United States began in December, with a complete release in North America in 1994. By June 1994, Sega Channel had gained a total of 21 cable companies signed up to carry the service. Fees in the United States for the service varied depending on location, but were approximately US$15 monthly, plus a $25 activation fee, which included the adapter. During the planning stages of the service, Sega looked to capitalize on the rental market, which had seen some success with the Sega CD being rented through Blockbuster, Inc., and was looking to base the service's offering of games and demos to help sell more cartridges.

In early 1995, Sega CEO Hayao Nakayama decided to end development on the Sega Genesis and its add-ons, the Sega CD and Sega 32X. This decision was made to support the Sega Saturn, which had been released in Japan already. This placed the release of the Sega Channel right at the height of the Genesis' decline from the market. At its peak, Sega Channel had over 250,000 subscribers, but by 1997, the number of subscribers had dropped to 230,000, two years after Nakayama made the decision to shift focus from the Genesis to the Saturn. Though Sega looked at options to bring the service to PCs, the service was eventually discontinued by July 31, 1998.

The Sega Channel service (also known as "Sega On The Line") hosted up to 50 Genesis games at any one time. Titles would rotate monthly; however, some updates happened on a weekly basis. Games for the service included titles developed by Sega, such as Sonic & Knuckles, Eternal Champions, and Space Harrier II; as well as titles developed by licensees of Sega, such as Bubsy 2 and Aladdin. Some of these games had reduced content compared to their cartridge release so that they could fit the adapter's memory, such as Super Street Fighter II. Sega Channel also hosted games in some regions that would not receive a cartridge release, such as Pulseman, Mega Man: The Wily Wars, and Alien Soldier, which were hosted on the service in North America. The service also offered demos of upcoming games, such as Primal Rage. Though games and demos rotated on a regular basis, categories into which games were placed remained static and did not change. With parental controls in mind, all games for the service received a rating from the Videogame Rating Council. The service also contained a lockout system which would allow parents to set a passcode in order to access mature rated content.

In addition to games and demos, Sega Channel also hosted other features. Cheat codes were directly accessible from the network, as well as game hints. The service also hosted contests, such as a promotion with Electronic Arts' Triple Play '96, and a 1995 event where players who completed Primal Rage during a brief 24-hour period where the full game was accessible were given a phone number to call, making them eligible to win prizes.

During its lifetime, Sega Channel won one of Popular Science's "Best of What's New" award for the year 1994. Likewise, in August 1995, a survey conducted by Sports Illustrated found that children between 9 and 13 years old were five times more likely to subscribe to Sega Channel than to purchase a Sega Saturn or the upcoming Nintendo 64 or PlayStation. The service would go on to garner as many as 250,000 subscribers; however, Sega had anticipated having over one million subscribers by the end of its first year, and had made the service available to over 20 million households.

Retrospective reception of Sega Channel praises its innovation and role in the development of online gaming, but criticizes its high subscription fees and timing into the market. IGN writer Adam Redsell notes how Sega Channel caused many cable companies to clean their broadcast signal and its role in the development of high-speed internet, stating "...the very fact that you're enjoying broadband internet right now could well be thanks to SEGA."

Sega Channel Exclusives

On Sega Channel, unique and exclusive content was sometimes released. Often for a limited time. Unfortunately, no means of storing them was provided, so the games would be lost after the system was shut down. As as result, Several Sega Channel-exclusive game versions were never dumped and are now lost forever. Among them is the Sega Channel-exclusive game Garfield: The Lost Levels and the American version of Mega Man: The Wily Wars.

I list some of the exclusive games only released on the Sega Channel. Alot of info is missing, and some of the info may be wrong. Also, much of the Sega Channel is largely undocumented, and games may be missing.

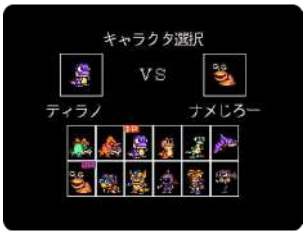
The Chessmaster

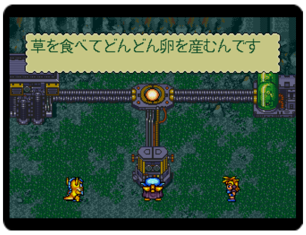
Developer	The Software Toolworks
Publisher	Sega
Release date	(us) N/A
Genre	Board game

SEGA
CHANNEL

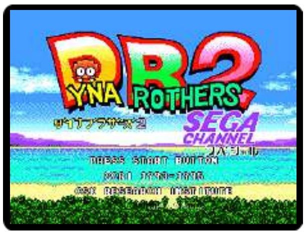
The Chessmaster, called Sega Chess in Brazil, is a simple chess game for the Sega Game Gear. A Sega Mega Drive version, originally set for a physical release in the second half of 1992 and then March 1993, became a Sega Channel exclusive.

Dyna Brothers 2: SC Special



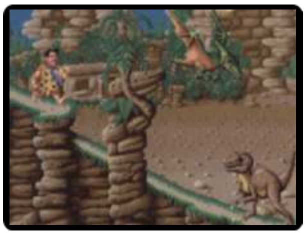

草を食べてどんどん卵を産むんです

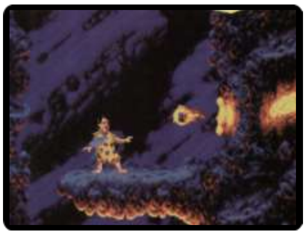
Developer	CRI
Publisher	CRI
Release date	(jp) June, 1995
Genre	Strategy



CRI released an expanded version of Dyna Brothers 2 on the Japanese Sega Channel, Dyna Brothers 2: Sega Channel Special. This version has since been rereleased on the Japanese Virtual Console, from which the ROM comes from. Whether or not there was a North American release as such is unknown.

Flinstones: The Movie



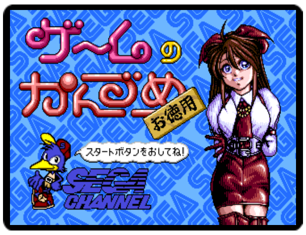


Developer	Ocean Software
Release date	(us) N/A
Genre	Platformer

SEGA
CHANNEL

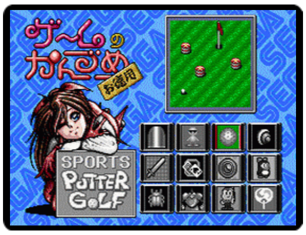
The Flintstones is a Genesis game based on the 1994 live-action The Flintstones film. This game, unrelated to an identically named release by Taito, is infamous for not receiving a physical cartridge release, instead being a Sega Channel exclusive available to consumers for a brief period of time. Surviving prototypes are known to exist, but the full game has not been seen since 1995.

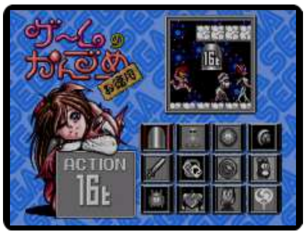
Game no Kanzume Otokuyou



Developer	Sega
Publisher	Sega
Release date	(jp) N/A
Genre	Compilation

Game no Kanzume Otokuyou is a compilation of Sega Toshokan games released for the Mega Drive exclusively through the Japanese Sega Channel at some unknown time. Two previous such compilations were already released on the Sega Mega-CD. The ROM was presumably found on the disc containing a certain version of the Dreamcast Web Browser, but this has yet to be confirmed.





Garfield: The Lost Levels

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Platformer

Garfield: The Lost Levels was made up of 3 different levels which were cut from the Genesis version of Garfield: Caught in the Act.

Gotron

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	N/A

No information found...

Klondike

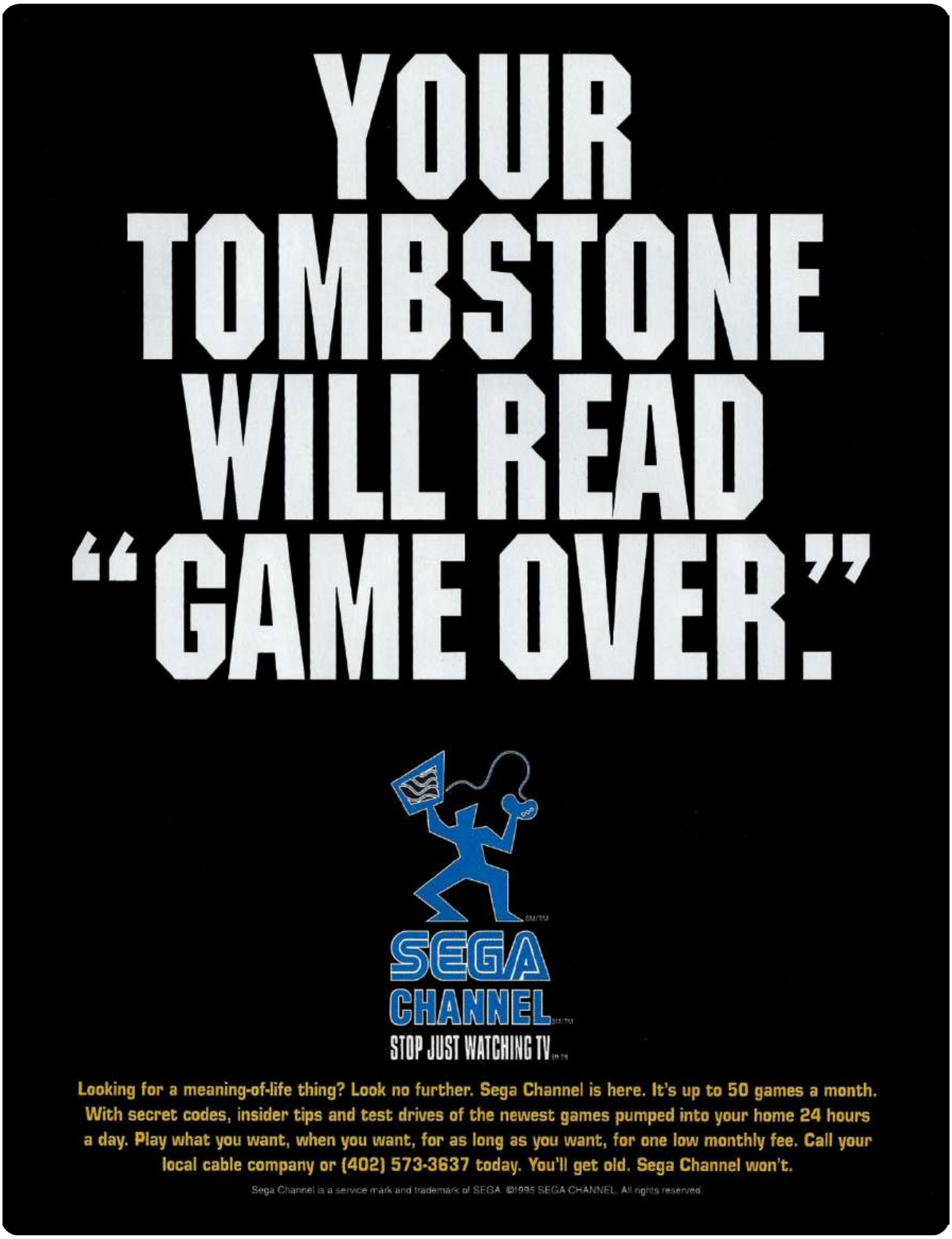
Developer	N/A
Publisher	N/A
Release date	N/A
Genre	N/A

Klondike is a video game released for the Genesis exclusively through the Sega Channel service in North America. It was never released physically, and the discontinuation of the Sega Channel means that very little is known about its existence. Reportedly it was designed by noted video game programmer David Crane.

World Series Baseball ‘96 LE

Developer	Blue Sky Software
Publisher	Sega
Release date	N/A
Genre	Sports

No information found... Probably an update on the existing World Series Baseball ‘96.


YOUR TOMBSTONE WILL READ “GAME OVER.”
SEGA CHANNEL
STOP JUST WATCHING TV.

Looking for a meaning-of-life thing? Look no further. Sega Channel is here. It’s up to 50 games a month. With secret codes, insider tips and test drives of the newest games pumped into your home 24 hours a day. Play what you want, when you want, for as long as you want, for one low monthly fee. Call your local cable company or (402) 573-3637 today. You’ll get old. Sega Channel won’t.

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Game Compilations

"segaretro.org"

Earlier Sega Mega Drive games shipped on smaller sized ROM cartridges, were selling at a vastly reduced price several years down the line and were often showing their age. Rather than waste money on producing cartridges for out of date classics, Sega thought it was a better option to compile several of these games onto one cartridge, as the decreasing price of the technology allowed Sega to make a healthy profit in doing so. This does not apply so much to third party games, such as Arcade Classics or Midway Presents Arcade's Greatest Hits - they had different agendas but still class as compilations.

The majority of Mega Drive game compilations were bundled with consoles, meaning if you bought a Mega Drive in 1995, you'd be given several games straight away to get you started. As many of these cartridges were not sold separately, they are often increasingly more rare than the stand-alone releases of the games they contain. This is made worse by the fact that some compilations turned up well into the Mega Drive's twilight years - focus was instead on the fifth generation of video game consoles and so many compilations went simply unnoticed.

2 Games on One Cart

6.8

FANTASTIC
PRESS START

COSMIC SPACEHEAD
Codemasters

P

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) 1994
Mode	1 Player

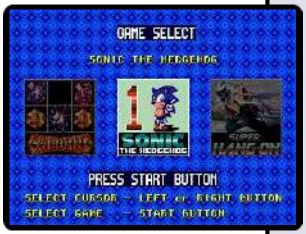
2 Games on One Cart: Fantastic Dizzy and Cosmic Spacehead is a Sega Mega Drive compilation cartridge featuring Fantastic Dizzy and Cosmic Spacehead. It was released exclusively in Europe in 1994. Codemasters would release a similar package in 1996 with Double Hits: Micro Machines / Psycho Pinball.

To switch between the two games, the user must press reset.

2 GAMES ON ONE CART
FANTASTIC DIZZY
COSMIC SPACEHEAD
"A superb adventure" Sega Pro 90%
"Top puzzle-solving RPG arcader" Sega Zone
Codemasters
SEGA MEGA DRIVE SYSTEM

6-Pak

8.6


GAME SELECT
SONIC THE HEDGEHOG
PRESS START BUTTON
SELECT CURSOR → LEFT or RIGHT BUTTON
SELECT GAME → START BUTTON

1UP-003100
TIME
PRESS 2UP START

N B

Developer	Sega
Publisher	Sega
Release date	(us) 1996
Genre	Compilation
Mode	xxx

6-Pak is a compilation of Genesis games released in June 1995, during the console's decline. The cartridge contains 6 of Sega's most successful games from the early days of the Genesis; Sonic the Hedgehog, Golden Axe, Revenge of Shinobi, Streets of Rage, Columns and Super Hang-On. The in-game menu features digitized box art of the original games. It also came with a 67-page manual that contained the complete instructions for all six games.

SEGA
GENESIS
6-PAK
Golden Axe
Sonic The Hedgehog
Revenge of Shinobi
Columns
Streets of Rage
Super Hang-On
All 6 Games on One Cartridge

MEGA DRIVE
CLASSIC COLLECTION
GUNSTAR HEROES
ALTERED BEAST
FLICKY
ALEX KIDD
SEGA

Rarity EU: 4

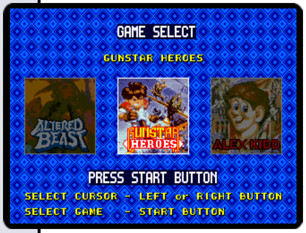
Classic Collection

Developer Sega, Treasure
Publisher Sega
Release date (eu) 1996
Mode 1 Player

Classic Collection is a compilation of four Sega Mega Drive games, distributed exclusively in Europe in 1996.

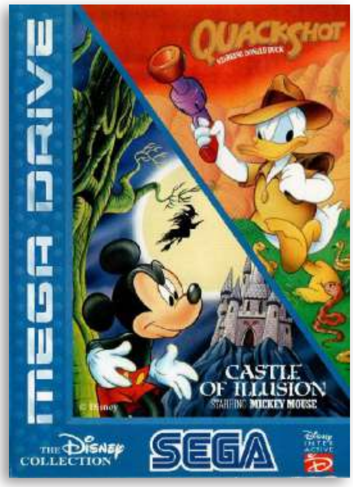
Games included is; Alex Kidd in the Enchanted Castle, Altered Beast, Flicky, and Gunstar Heroes.

8.2


GAME SELECT
GUNSTAR HEROES
ALTERED BEAST
GUNSTAR HEROES
ALEX KIDD
PRESS START BUTTON
SELECT CURSOR - LEFT or RIGHT BUTTON
SELECT GAME - START BUTTON

ALEX KIDD
IN THE ENCHANTED CASTLE
PUSH START BUTTON
© SEGA 1989

P


MEGA DRIVE
QUACKSHOT
CASTLE OF ILLUSION
STARRING MICKEY MOUSE
THE DISNEY COLLECTION
SEGA

Rarity EU: 3

The Disney Collection

Developer Sega
Publisher Sega
Release date (eu) 1996
Mode 1 Player

This collection includes two Disney games on a single cartridge; Castle of Illusion starring Mickey Mouse and QuackShot starring Donald Duck.

8.2

QUACKSHOT
Donald Duck
PRESS START BUTTON
© 1991 The Walt Disney Company
© 1991 SEGA Enterprises, LTD.

POWER
TRIES
ITEMS
SCORE

P

double hits
Micro Machines
Psycho Pinball
Licensed by Sega Enterprises Ltd. for play on the
SEGA MEGA DRIVE SYSTEM

Rarity EU: 5

Double Hits: Micro Machines/Psycho Pinball

Developer Codemasters
Publisher Codemasters
Release date (eu) 1996
Mode 1 Player

Double Hits: Micro Machines / Psycho Pinball is a Sega Mega Drive compilation cartridge featuring Micro Machines and Psycho Pinball. It was released exclusively in Europe in 1996, following the similar package, 2 Games on One Cart: Fantastic Dizzy and Cosmic Spacehead in 1994.

To switch between the two games, the user must press reset.

THE ORIGINAL
MicroMachines
SPORTS CARS
WRITTEN BY CODEMASTERS

PSYCHO
Pinball
Nº PLAYERS 1
OPTIONS
START GAME

P

SEGA

GENESIS

YOUR WORLD WILL NEVER BE THE SAME

THE DAWN OF A NEW ERA

Only Sega, the master of arcade entertainment could introduce a whole new dimension in home video entertainment - the Genesis System. The first and only system with true 16-bit technology to bring you the ultimate in game play fun and excitement. Your world will never be the same again once you've experienced Genesis' high definition arcade quality graphics, stereo music and sound effects, realistic voices and unsurpassed game play.

YOU'RE IN CONTROL

Masterfully designed to rest comfortably in your hands, the Genesis Control Pad is ready to let the games begin. Feel Sega's years of arcade experience as you get ready to hit a new scoring record. All it takes is one press of the start button and you're set to call the shots.

STEREO SOUND

Surround yourself in stereo sound when you connect Genesis to a stereo receiver.* Or plug in a pair of stereo headphones and listen to the digitized voices that heighten Genesis' lifelike adventures even more with their human quality.

*[illegible]

ALTERED BEAST IS INCLUDED!

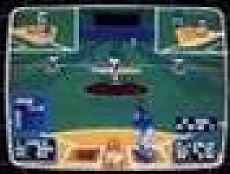
Altered Beast, the great Sega arcade hit is included with every Genesis system. You're awakened from the grave by the voice of Zeus to single handedly defeat an entire horde of creatures from the underworld and rescue his daughter. To help you in your quest, Zeus has bestowed upon you the power to transform into the powerful and mighty Altered Beast.

THE POWER BASE CONVERTER

With the Power Base Converter (sold separately) you can play over 80 original games designed for the Sega Base, Master and SegaScope 3-D systems. Classic games known for their hours and hours of fun and excitement.

TWICE THE INTELLIGENCE. TWICE THE POWER. TWICE THE CHALLENGE. TWICE THE FUN.

With Genesis you'll be able to play games that look, play and sound exactly like the arcade. Opponents come alive in challenging sports competitions. And dangerous expeditions put you on the edge of your seat with real and menacing foes.



Tommy Lasorda Baseball™

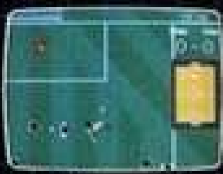
The Ultimate Baseball Game: Pick your players, choose your pitch, control your fielders and try to pick off the runner at first.

Super Thunder Blade™

Take the controls of the most powerful helicopter around and defend your country from attacks over land and sea.

Space Harrier II™

It's just you, your rocket pack and your portable laser against a relentless force of fearsome flying foes.



World Championship Soccer™

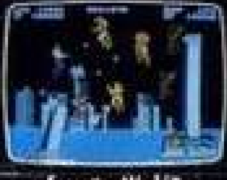
The world championship depends upon your skill. Maneuver the ball downfield and head for the goal!

Super Hang-On™

Get ready for the motorcycle race of your life. Lean into the turns and head for the finish line. 24 courses to choose from.

Rambo III™

Rambo's most challenging assignment yet. You've got to infiltrate enemy territory and rescue your captain!



Forgotten Worlds™

The ultimate shootout of your life! Keep your eyes peeled because you never know where the next attacker is coming from.

Thunder Force II™

Battle your way through a non-stop horde of alien creatures as you try to reach the subterranean alien fortress.

Ghouls 'N Ghosts™

The most menacing variety of creatures that you'll never want to meet in your worst dreams. Watch out for the Sorcerer!

Last Battle™

Martial arts skills and strategy come together as you go up against the evil trio of Gorda, Granin and Gross.

Arnold Palmer Tournament Golf™

Custom design your own golf course from 27 of the best holes from around the world. Be sure to ask your caddy's advice!

Zoom!™

36 levels of frenetic action are ahead of you as you try to escape from the clutches of the angry Anglebeads, wily Wormlets and speedy Spheroids.

Super Shinobi™

Years of training have prepared you for the ultimate test of your abilities as a Ninja.

Golden Axe™

Mighty warriors, sword-swinging heroines, magic potions and dragon-riding armored knights are all part of this great Sega arcade hit.

Phantasy Star II™

It's been 1000 years since Alis defeated the evil Lassic. Now trouble once again has returned to the Algol Star System. With battery backup.

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Sega of America, Inc., P.O. Box 2167, So. San Francisco, CA 94080

www.[illegible].de

OziSoft

OziSoft was an Australian-based company which specialised in video games. It was formed in 1982 by Mark Dyne and Kevin Bermeister, and was responsble for the manufacturing and distribution of Sega products in Australia and New Zealand. OziSoft is now owned by Namco Bandai Holdings.

Exchange rates and production costs meant that the price of new Sega Mega Drive games in 1994 had begun to reach the level at which the console was sold back in 1990. The situation was untennable, so Sega OziSoft targeted the rental market.

Later on in the life of the Sega Megadrive, Ozisoft released several Master System and Megadrive games in "Double Pack" packaging, featuring two titles in a VHS styled plastic box, a cardboard inner section, and their manuals. As Sega Ozisoft published several titles outside of Sega games, these double packs sometimes contained games from a variety of publishers.

"segaretro.org"

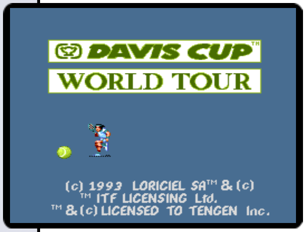
MEGA DRIVE
DAVIS CUP World Tour
DOUBLE PACK
Davis Cup World Tour and Gunstar Heroes
GUNSTAR HEROES
SEGA CLASSICS
NEW STOCK
SEGA

Double Pack: Davis World Cup and Gunstar Heroes

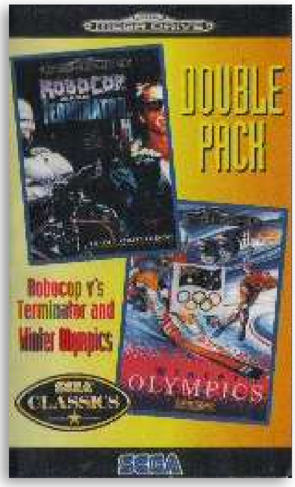
Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Davis World Cup and Gunstar Heroes is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Davis World Cup and Gunstar Heroes.

The two games are bundled together on separate cartridges.


DAVIS CUP
WORLD TOUR
(c) 1993 LORICIEL SA™ & (c)
™ ITF LICENSING Ltd.
™ & (c) LICENSED TO TENGEN Inc.

GUNSTAR HEROES
1 PLAYER
2 PLAYERS
OPTIONS
© 1993 SEGA


MEGA DRIVE
ROBOCOP VERSUS TERMINATOR
DOUBLE PACK
Robocop V's Terminator and Winter Olympics
OLYMPICS
SEGA CLASSICS
SEGA

Double Pack: Robocop Vs. Terminator and Winter Olympics

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Robocop vs. Terminator and Winter Olympics is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Robocop vs. Terminator and Winter Olympics.

The two games are bundled together on separate cartridges.

HIGH SCORE 007500
ROBOCOP
VERSUS
THE TERMINATOR
START GAME
OPTIONS

THE XVII
OLYMPIC
WINTER
GAMES
LILLEHAMMER
1994

Disney's Aladdin
PRESS START
OPTIONS
(C) 1993 SEGA, (C) 1993 VIRGIN GAMES
(C) 1993 THE WALT DISNEY COMPANY

RANGER-X
PRESS START BUTTON
© 1993 SEGA
GAU ENTERTAINMENT

Double Pack: Aladdin and Ranger X

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Aladdin and Ranger X is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Disney's Aladdin and Ranger-X.

The two games are bundled together on separate cartridges.

MEGA DRIVE
DOUBLE PACK
Aladdin and Ranger X
SEGA CLASSICS
SEGA

ANOTHER WORLD
START
PASSWORD

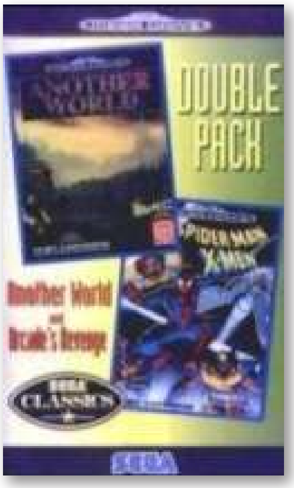
SPIDER-MAN
X-MEN
PRESS START TO PLAY

Double Pack: Another World and Arcade's Revenge

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Another World and Arcade's Revenge is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Another World and Spider-Man and the X-Men in Arcade's Revenge.

The two games are bundled together on separate cartridges.


MEGA DRIVE
DOUBLE PACK
Another World and Arcade's Revenge
SEGA CLASSICS
SEGA

BUBSY
IN CLAWS ENCOUNTERS OF THE FURRED KIND
LICENSED BY SEGA ENTERPRISES, LTD.
©1992, 1993 ACCOLADE, INC.

JEWEL MASTER

Double Pack: Bubsy and Jewel Master

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Bubsy and Jewel Master is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Bubsy in Claws Encounters of the Furred Kind and Jewel Master.

The two games are bundled together on separate cartridges.

MEGA DRIVE
DOUBLE PACK
Bubsy and Jewel Master
SEGA CLASSICS
SEGA

Rarity EU: 7

MEGA DRIVE
DOUBLE PACK
Combat Cars and World Cup Italia '90
WORLD CUP ITALIA '90
SEGA CLASSICS
SEGA

Rarity EU: 7

Double Pack: Combat Cars and World Cup Italia ‘90

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Combat Cars and World Cup Italia ‘90 is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Combat Cars and World Cup Italia ‘90.

The two games are bundled together on separate cartridges.

COMBAT CARS
PRESS START BUTTON

WORLD CHAMPIONSHIP
SOCCER
WORLD CHAMPIONSHIP
TEST MATCH 1P
TEST MATCH 2P
©SEGA 1989

P

MEGA DRIVE
DOUBLE PACK
ECCO THE DOLPHIN
Ecco The Dolphin and Ariel The Little Mermaid
SEGA CLASSICS
ARIEL The Little Mermaid
SEGA

Double Pack: Ecco the Dolphin and Ariel the Little Mermaid

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Ecco the Dolphin and Ariel the Little Mermaid is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Ecco the Dolphin and Ariel the Little Mermaid.

The two games are bundled together on separate cartridges.

ECCO
COPYRIGHT SEGA OF AMERICA
DEVELOPED BY NOVOTRADE

ARIEL Disney's THE LITTLE MERMAID
© 1992 THE WALT DISNEY COMPANY
© 1992 SEGA

P

MEGA DRIVE
DOUBLE PACK
Fantastic Dizzy and Rocket Knight Adventures
ROCKET KNIGHT ADVENTURES
SEGA CLASSICS
SEGA

Double Pack: Fantastic Dizzy and Rocket Knight Adventures

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Fantastic Dizzy and Rocket Knight Adventures is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Fantastic Dizzy and Rocket Knight Adventures.

The two games are bundled together on separate cartridges.

FANTASTIC
PRESS START

ROCKET KNIGHT ADVENTURES
START
OPTIONS
©1993 KONAMI ALL RIGHTS RESERVED

P

Double Pack: Hulk and Spiderman

THE INCREDIBLE HULK
START
OPTIONS

PRESS START
SPIDER-MAN
VS
THE KINGPIN

Ⓟ

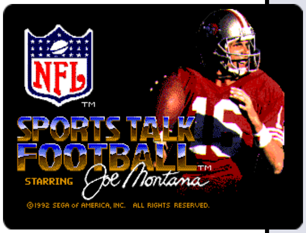
Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Hulk and Spiderman is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains The Incredible Hulk and Spider-Man vs. The Kingpin.

The two games are bundled together on separate cartridges.

DOUBLE PACK
Hulk
Spiderman
SEGA CLASSICS
SEGA

Double Pack: Joe Montana Football 3 and Double Clutch MD


NFL
SPORTS TALK FOOTBALL
STARRING Joe Montana

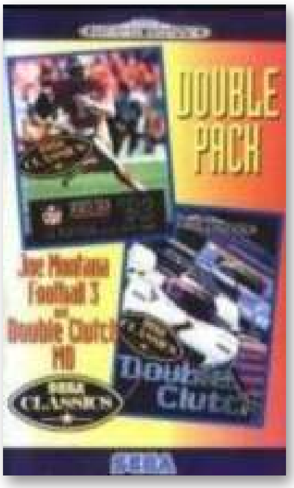
Double Clutch

Ⓟ

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Joe Montana Football 3 and Double Clutch MD is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains NFL Sports Talk Football '93 Starring Joe Montana and Double Clutch.

The two games are bundled together on separate cartridges.


DOUBLE PACK
Joe Montana Football 3
Double Clutch MD
SEGA CLASSICS
SEGA

Rarity EU: 7

Double Pack: Micro Machines and F1

Micro Machines
WRITTEN BY CODEMASTERS

F1
PEAKSTAR SOFTWARE
DOMARK

Ⓟ

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Micro Machines and F1 is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Micro Machines and F1.

The two games are bundled together on separate cartridges.

DOUBLE PACK
Micro Machines and F1
SEGA CLASSICS
SEGA

Rarity EU: 7

MEGA DRIVE
DOUBLE PACK
MORTAL KOMBAT II
Acclaim
Mortal Kombat II and Revenge of Shinobi
SEGA CLASSICS
THE REVENGE OF SHINOBI
SEGA

Rarity EU: 7

Double Pack: Mortal Kombat II and Revenge of Shinobi

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Mortal Kombat II and Revenge of Shinobi is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Mortal Kombat II and The Revenge of Shinobi.

The two games are bundled together on separate cartridges.

MORTAL KOMBAT II

The Revenge of SHINOBI

MEGA DRIVE
DOUBLE PACK
QUACKSHOT
Quackshot and BattleToads
SEGA CLASSICS
BATTLETOADS
SEGA

Rarity EU: 7

Double Pack: Quackshot and Battletoads

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Quackshot and Battletoads is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains Quackshot and Battletoads.

The two games are bundled together on separate cartridges.

QUACKSHOT
Donald Duck
© 1991 The Walt Disney Company
© 1991 SEGA Enterprises, LTD.

BATTLETOADS
1 PLAYER
2 PLAYERS
PRESS START BUTTON
COPYRIGHT 1991 RARE LTD.
LICENSED TO TRADEWEST
BY RARE COIN-IT. INC
© SEGA 1993.

MEGA DRIVE
DOUBLE PACK
SONIC 2 THE HEDGEHOG
16-BIT CARTRIDGE
GLOBAL GLADIATORS
Sonic 2 and Global Gladiators
SEGA CLASSICS
SEGA

Rarity EU: 7

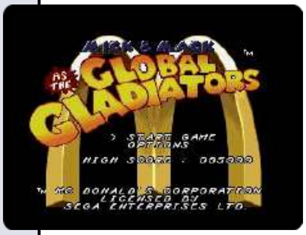
Double Pack: Sonic 2 and Global Gladiators

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Sonic 2 and Global Gladiators is an Australian-only compilation for the Sega Mega Drive containing Sonic the Hedgehog 2 and Mick & Mack as the Global Gladiators.

The two games are bundled together on separate cartridges.

SONIC THE HEDGEHOG 2
1 PLAYER
2 PLAYER VS
© 1992 SEGA


MICK & MACK AS THE GLOBAL GLADIATORS
START GAME
OPTIONS
HIGH SCORE
McDONALD'S CORPORATION
LICENSED BY
SEGA ENTERPRISES LTD.

Double Pack: Sonic 3 and Mega Games 1

SONIC 3
Sonic The Hedgehog
1 PLAYER
COMPETITION
© 1994 SEGA

GAME SELECT
SUPER HANG-ON
PRESS START BUTTON

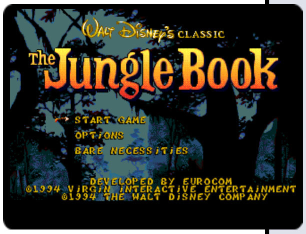
Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: Sonic 3 and Mega Games 1 is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia.

It contains Sonic the Hedgehog 3 and Mega Games I, each on its own cartridge.

MEGA DRIVE
DOUBLE PACK
Sonic 3 and Mega Games 1
MEGA GAMES I
SEGA CLASSICS
SEGA

Double Pack: The Jungle Book and Columns


Walt Disney's Classic
The Jungle Book
START GAME
OPTIONS
BARE NECESSITIES
DEVELOPED BY EUROCOM
©1994 VIRGIN INTERACTIVE ENTERTAINMENT
©1994 THE WALT DISNEY COMPANY

COLUMNS
©SEGA 1990

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: The Jungle Book and Columns is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia. It contains The Jungle Book and Columns.

The two games are bundled together on separate cartridges.

MEGA DRIVE
DOUBLE PACK
The Jungle Book and Columns
SEGA CLASSICS
SEGA

Double Pack: X-Men and Space Harrier 2

X-MEN
PRESS START BUTTON

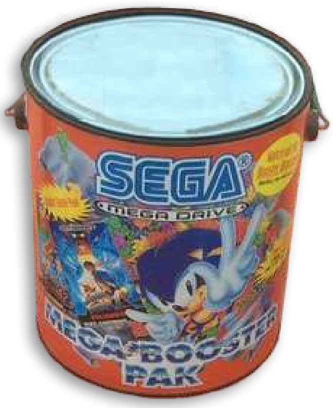
SPACE HARRIER II
PUSH START BUTTON
©SEGA 1988

Publisher	Sega, OziSoft
Release date	(au) N/A
Mode	1 Player

Double Pack: X-Men and Space Harrier 2 is a compilation released for the Sega Mega Drive by Sega OziSoft exclusively in Australia.

It contains X-Men and Space Harrier II, each on its own cartridge.

MEGA DRIVE
DOUBLE PACK
X-Men and Space Harrier 2
SPACE HARRIER II
SEGA CLASSICS
SEGA


SEGA
MEGA DRIVE
MEGA BOOSTER PAK

Mega Booster Pack: Sonic 2 and Street Fighter II

Publisher Sega, Ozisoft
Release date (au) N/A
Mode 1 Player

Mega Booster Pack: Sonic 2 and Street Fighter II is an Australian-only compilation for the Sega Mega Drive containing Sonic The Hedgehog 2 and Street Fighter II': Special Champion Edition. Both games are distributed on separate cases and cartridges.

The Mega Booster Pack is a paint tin which contains two Sega titles, a packet of Intergalactic Sonic Bomb lollies, and a random Booster Bonus, either a watch, baseball cap or other oddities.

SONIC THE HEDGEHOG 2
1 PLAYER
2 PLAYER VS © 1992 SEGA

STREET FIGHTER II'
SPECIAL CHAMPION EDITION
© CAPCOM 1991.92.93
© CAPCOM U.S.A.,INC. 1991.92.93
LICENSED BY SEGA ENTERPRISES LTD.

P

TRIPLE SCORE
3 GAMES IN 1
GENESIS
HANG-ON
WORLD CHAMPIONSHIP SOCCER
COLUMNS
GA
SEGA

Rarity EU: 1

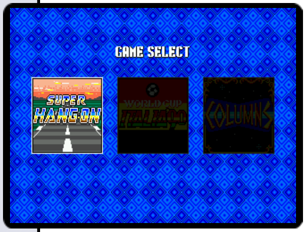
Mega Games I

Developer Sega
Publisher Sega
Release date (us) August 16, 1993
(eu) October 1, 1992
Mode 1-2 Players

Mega Games I, released as Triple Score: 3 Games in 1 in the United States, is a compilation initially released for the Mega Drive in Europe in 1992. In the North American version, the World Cup Italia '90 tournament license was removed and replaced with World Championship Soccer.

The PAL version was originally launched as a standalone release, but was later bundled with Mega Drive consoles during 1993.

6.7


GAME SELECT
SUPER HANG-ON
COLUMNS

SCORE
LEVEL
JEWELS

N P

MEGA DRIVE
MEGA GAMES 2
THE REVENGE OF SHINOBI
STREETS OF RAGE
GOLDEN AXE
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM
SEGA

Rarity EU: 1

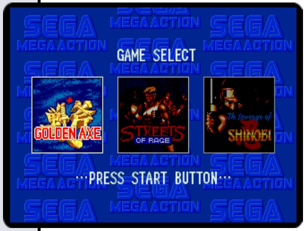
Mega Games 2

Developer Sega
Publisher Sega
Release date (eu) 1993
Mode 1 Player

Mega Games 2 is a compilation released for the Sega Mega Drive only in Europe in 1993. It was the second of three similar compilations, and was only distributed with Sega Mega Drive II consoles.

Games included are; Golden Axe, Streets of Rage, and The Revenge of Shinobi.

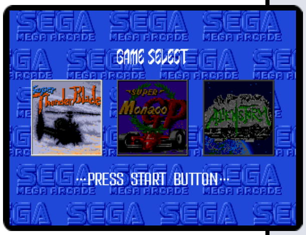
8.3


SEGA MEGAACTION
GAME SELECT
GOLDEN AXE
STREETS OF RAGE
SHINOBI
PRESS START BUTTON

1PLAYER
ADAM
AXEL
BLAZE
POWER
JUMP
SPEED

P

7.1


SEGA
GAME SELECT
Super Thunder Blade
Super Monaco GP
Alien Storm
PRESS START BUTTON

ALIEN STORM
PRESS START BUTTON
SEGA
©1990, 1991 SEGA

P

Mega Games 3

Developer	Sega
Publisher	Sega
Release date	(eu) 1993
Mode	1 Player

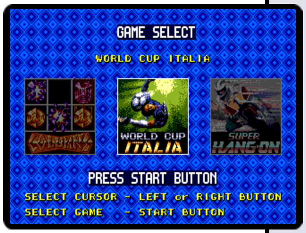
Mega Games 3 is a compilation released for the Sega Mega Drive only in Europe in 1993. It was the last of three similar compilations, and was only distributed with Sega Mega Drive II consoles.

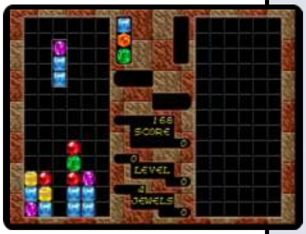
Games included are; Alien Storm, Super Thunder Blade, and Super Monaco GP.

MEGA DRIVE
MEGA GAMES 3
ALIEN STORM
Super Thunder Blade
Super Monaco GP
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM
SEGA

Rarity EU: 2

7.9


GAME SELECT
WORLD CUP ITALIA
COLUMNS
WORLD CUP ITALIA
SUPER HANG-ON
PRESS START BUTTON
SELECT CURSOR → LEFT or RIGHT BUTTON
SELECT GAME → START BUTTON


SCORE
LEVEL
JEWELS

P

Mega Games 6

Developer	Sega
Publisher	Sega
Release date	(eu) 1995
Mode	1-2 Players

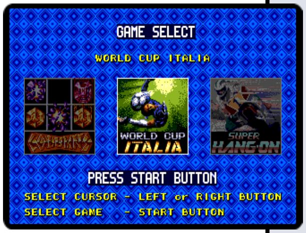
Mega Games 6 is a compilation of six Sega Mega Drive games, distributed with some European Mega Drive II consoles in 1995. It is actually a combination of two previous pack-in games, Mega Games 1 and Mega Games 2. It would be followed by Mega Games 6 Vol. 2 and Mega Games 6 Vol. 3.

Games included are; Columns, Golden Axe, Super Hang-On, Streets of Rage, The Revenge of Shinobi, and World Cup Italia '90.

MEGA DRIVE
megagames 6
WORLD CUP ITALIA '90
GOLDEN AXE
STREETS OF RAGE
the revenge of SHINOBI
SUPER HANG-ON
COLUMNS
SEGA

Rarity EU: 2

6.4


GAME SELECT
WORLD CUP ITALIA
COLUMNS
WORLD CUP ITALIA
SUPER HANG-ON
PRESS START BUTTON
SELECT CURSOR → LEFT or RIGHT BUTTON
SELECT GAME → START BUTTON

P

Mega Games 6 Vol. 2

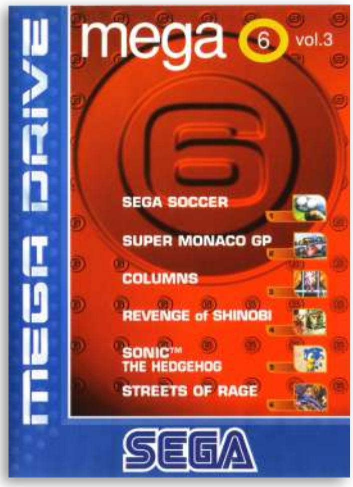
Developer	Sega
Publisher	Sega
Release date	(eu) 1995
Mode	1-2 Players

Mega Games 6 Vol. 2 is a compilation of six Sega Mega Drive games, distributed with some Mega Drive II consoles in 1995. It was also released under the name Six Pack.

Games included are; Alien Storm, Columns, Super Hang-On, Super Monaco GP, Super Thunder Blade, and World Cup Italia '90.

MEGA DRIVE
megagames 6 Vol.2
WORLD CUP ITALIA '90
ALIEN STORM
SUPER MONACO
SUPER THUNDERBLADE
SUPER HANG-ON
COLUMNS
SEGA

Rarity EU: 5


MEGA DRIVE
mega 6 vol.3
SEGA SOCCER
SUPER MONACO GP
COLUMNS
REVENGE of SHINOBI
SONIC™ THE HEDGEHOG
STREETS OF RAGE
SEGA

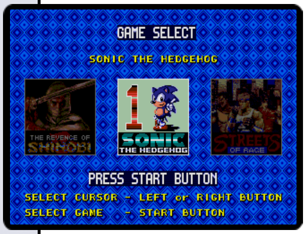
Rarity EU: 6

Mega 6 Vol. 3

Developer	Sega
Publisher	Sega
Release date	(eu) 1995
Mode	1 Player

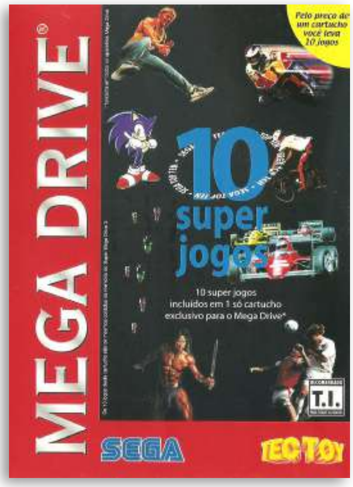
Mega 6 Vol. 3 is a compilation of Mega Drive games released in PAL territories during 1995, and was included as part of the console's late official bundles. The cartridge was the final release in the series of Mega Games compilations, and contains 6 of Sega's most successful games from the early days of the Mega Drive; Columns, Revenge of Shinobi, Sega Soccer, Super Monaco GP, Sonic the Hedgehog and Streets of Rage.

7.3


GAME SELECT
SONIC THE HEDGEHOG
THE REVENGE OF SHINOBI
SONIC THE HEDGEHOG
STREETS OF RAGE
PRESS START BUTTON
SELECT CURSOR → LEFT or RIGHT BUTTON
SELECT GAME → START BUTTON

SCORE 100
TIME 0:07
RINGS 18

P


MEGA DRIVE
Pelo preço de um cartucho você leva 10 jogos
10 super jogos
10 super jogos incluídos em 1 só cartucho exclusivo para o Mega Drive
SEGA
TEC TOY

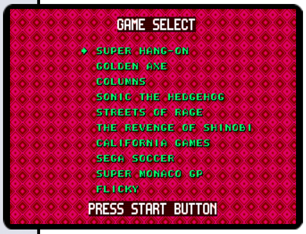
Rarity BR: 5

Mega Games 10

Publisher	Tectoy
Release date	(br) 1997
Mode	1 Player

Mega Games 10 is a compilation of ten Sega Mega Drive games. It has thus far only been released in Brazilian and Asian markets.

In Brazil, the game was released twice. Once as Sega Top Ten, which was bundled with a model of the Tectoy Mega Drive III, and later as a stand-alone release as 10 Super Jogos.


GAME SELECT
SUPER HANG-ON
GOLDEN AXE
COLUMNS
SONIC THE HEDGEHOG
STREETS OF RAGE
THE REVENGE OF SHINOBI
CALIFORNIA GAMES
SEGA SOCCER
SUPER MONACO GP
FLICKY
PRESS START BUTTON

1P 0 TOP 100000
FLICKY™
CAST
FLICKY
CHIRP
TIGER
IGGY
PUSH START BUTTON
© SEGA 1991

B

MEGA DRIVE
SEGA SPORTS 1
SUPER MONACO
WIMBLEDON
ULTIMATE SOCCER
SEGA

Rarity EU: 4

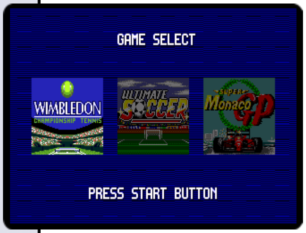
Sega Sports 1

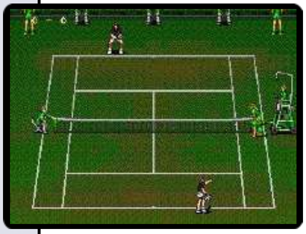
Developer	Sega
Publisher	Sega
Release date	(eu) 1995
Mode	1-2 Players

Sega Sports 1 is a Mega Drive compilation containing three previously released Mega Drive sports games. It is similar to other Mega Drive compilations - Mega Games 1, Mega Games 2, Mega Games 3, Sonic Classics etc. Sega Sports 1 was only released in Europe in 1995.

Like some other compilations by Sega (Master Games 1, Sega Ages: Volume 1), there was never a "Sega Sports 2".

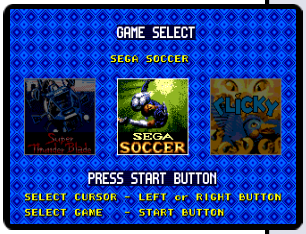
7.1


GAME SELECT
WIMBLEDON
ULTIMATE SOCCER
Super Monaco GP
PRESS START BUTTON



P

Sega Top Five


GAME SELECT
SEGA SOCCER
SEGA SOCCER
PRESS START BUTTON
SELECT CURSOR → LEFT or RIGHT BUTTON
SELECT GAME → START BUTTON

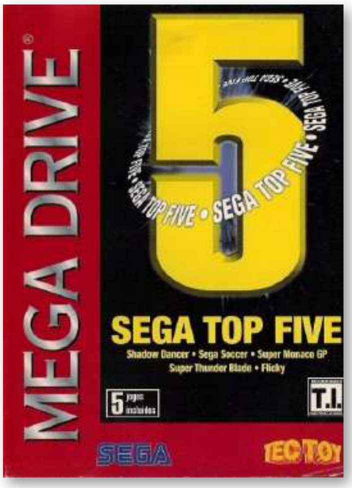
MADONNA
MACHINE
NAME: MADONNA 456
ENGINE: PALM 180 V10
MAX POWER: 700.750.850 PS/RPM
DRIVER
NAME: YOU
NATIONALITY: YOUR COUNTRY
DRIVER'S POINT: 16

B

Developer	Sega
Publisher	Tectoy
Release date	(br) September, 1997
Mode	1-2 Players

Sega Top Five is a compilation of games for the Sega Mega Drive, released exclusively in Brazil in 1997. It was followed by a similar Brazil-exclusive compilation named Sega Top Ten.

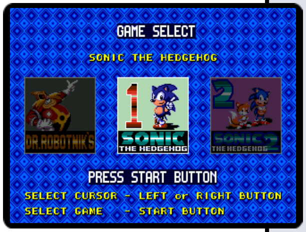
Games included are; Flicky, Sega Soccer, Shadow Dancer: The Secret of Shinobi, Super Monaco GP, and Super Thunder Blade.


MEGA DRIVE
5
SEGA TOP FIVE
Shadow Dancer • Sega Soccer • Super Monaco GP
Super Thunder Blade • Flicky
SEGA
TEC TOY

Rarity BR: 5

Sonic Classics

8.7


GAME SELECT
SONIC THE HEDGEHOG
DR.ROBOTNIK'S
SONIC THE HEDGEHOG
SONIC 2
PRESS START BUTTON
SELECT CURSOR → LEFT or RIGHT BUTTON
SELECT GAME → START BUTTON

SCORE 500
TIME 0:59
RINGS 55

N P B

Developer	Sega Technical Institute
Publisher	Sega
Release date	(us) 1997 (eu) 1994
Mode	1-2 Players

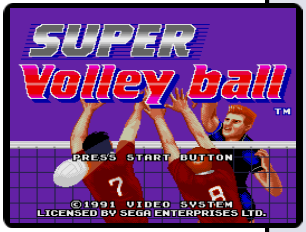
Sonic Classics, or Sonic Compilation in Europe, is a compilation of three games stored on a single cartridge: Sonic the Hedgehog, Sonic the Hedgehog 2, and Dr. Robotnik's Mean Bean Machine. The three games appear in almost exactly the same form as in their original release, with the exception of some revisions to their code.

The game was included as a pack-in title with some editions of the Mega Drive hardware in Europe.

SEGA
SONIC CLASSICS
INCLUDES 3 GREAT SONIC GAMES!
GENESIS
SONIC THE HEDGEHOG
DR. ROBOTNIK'S MEAN BEAN MACHINE
SONIC 2 THE HEDGEHOG

Rarity US: 4
Rarity EU: 3

Sport Games


SUPER Volley ball
TM
PRESS START BUTTON
©1991 VIDEO SYSTEM
LICENSED BY SEGA ENTERPRISES LTD.

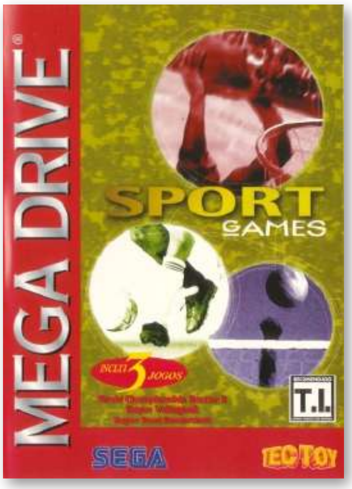
World Championship Soccer II
TM
(C) 1994 SEGA

B

Developer	TecToy
Publisher	TecToy
Release date	(br) May, 1998
Mode	1-2 Players

Sport Games is a compilation of Sega Mega Drive sports games released by TecToy in Brazil in May 1998.

Included games are; Super Volley Ball, World Championship Soccer II and Super Real Basketball.


MEGA DRIVE
SPORT GAMES
INCLUI 3 JOGOS
SEGA
TEC TOY

Rarity BR: 5

Telstar Electronic Studios began operations in 1993 in Surrey, England. Initially they compiled ‘two for the price of one’ packs of other games publishers before getting the UK publishing rights to 7th Guest and Dune. After this they set up their own development studios, with the aim to, “develop innovative interactive titles, with the emphasis placed on entertainment.” Many of their budget-priced games and game packs were published under their Telstar Fun and Games label.

Unfortunately none of their games sold particularly well, and by the start of 1999 Telstar had debts of over £10million. In May the company made a ‘publishing deal’ with Take 2 Interactive, which essentially gave Take 2 complete control over Telstar.

“mobygames.com”

MEGA DRIVE
ALIEN 3
ALIEN 3
DOUBLE VALUE
PREDATOR 2
PREDATOR 2

Telstar Double Value Games: Alien 3/Predator 2

Publisher	Telstar Electronic Studios
Release date	(uk) N/A
Mode	1 Player

Telstar Double Value Games: Alien 3/Predator 2 is a compilation released for the Sega Mega Drive containing Alien 3 and Predator 2.

Both came with separate cases and cartridges.

PREDATOR 2
PRESS START BUTTON

MEGA DRIVE
ANOTHER WORLD
ANOTHER WORLD
DOUBLE VALUE
SPEEDBALL

Telstar Double Value Games: Another World/Speedball 2

Publisher	Telstar Electronic Studios
Release date	(uk) N/A
Mode	1 Player

Telstar Double Value Games: Another World/Speedball 2 is a compilation released for the Sega Mega Drive containing Another World and Speedball 2.

Both came with separate cases and cartridges.

ANOTHER WORLD
© 1992 Virgin Games
© 1991 Delphine Software
LICENSED BY SEGA ENTERPRISES LTD.

SPEEDBALL 2
BRUTAL DELUXE
PUSH START

Telstar: Back to the Future III/ Batman Returns

BACK TO THE FUTURE III
PRODUCED BY PROBE SOFTWARE LTD.
PRESS START TO PLAY

START
OPTIONS
BATMAN
RETURNS

MEGA DRIVE
BATMAN RETURNS
DOUBLE VALUE
BACK TO THE FUTURE III

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: Back to the Future Part III/Batman Returns is a compilation released for the Sega Mega Drive containing Back to the Future Part III and Batman Returns.

Both came with separate cases and cartridges.

Telstar Double Value Games: Batman/The Terminator

BATMAN
PUSH START BUTTON
SUNSOFT

THE TERMINATOR
START GAME
OPTIONS

MEGA DRIVE
THE TERMINATOR
DOUBLE VALUE
BATMAN

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: Batman/The Terminator is a compilation released for the Sega Mega Drive containing Batman and The Terminator.

Both came with separate cases and cartridges.

Telstar Double Value Games: Corporation/The Aquatic Games

CORPORATION
LICENSED BY SEGA ENTERPRISES.

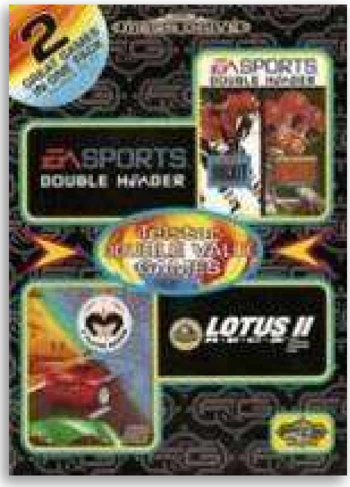
THE AQUATIC GAMES

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: Corporation/The Aquatic Games Starring James Pond and The Aquabats is a compilation released for the Sega Mega Drive containing Corporation and The Aquatic Games Starring James Pond and The Aquabats.

Both came with separate cases and cartridges.

N/P



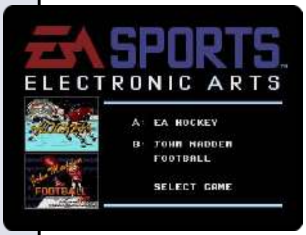
Telstar: EA Sports Double Header/Lotus II: RECS

9.0

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: EA Sports Double Header/Lotus II: RECS is a compilation released for the Sega Mega Drive containing EA Sports Double Header and Lotus II: RECS.

The game was also released in Europe, available with a vertical Swedish manual instead of the normal four language horizontal manual.


EA SPORTS
ELECTRONIC ARTS
A: EA HOCKEY
B: JOHN MADDEN FOOTBALL
SELECT GAME

LOTUS II
RECS

P

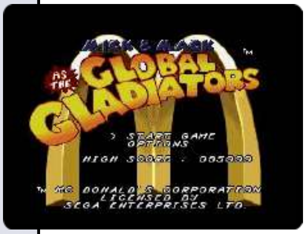
Telstar: Global Gladiators/ World of Illusion

N/P

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: Global Gladiators/World of Illusion Starring Mickey Mouse and Donald Duck is a compilation released for the Sega Mega Drive containing Global Gladiators and World of Illusion Starring Mickey Mouse and Donald Duck.

Both came with separate cases and cartridges.


GLOBAL GLADIATORS
START GAME
OPTIONS
HIGH SCORE
SEGA ENTERPRISES LTD.

World of Illusion
Starring
MICKEY MOUSE & DONALD DUCK
© 1992 Disney © 1992 SEGA

P

Telstar Double Value Games: Gynoug/Strider

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: Gynoug/Strider is a compilation released for the Sega Mega Drive containing Gynoug and Strider.

Both came with separate cases and cartridges.

GYNOUG
PUSH START BUTTON
START
OPTIONS
COPYRIGHT NCS CORP 1991

Strider
TM
© CAPCOM 1989
© CAPCOM U.S.A. INC. 1989
REPROGRAMMED GAME © SEGA 1990

P

JAMES BOND
THE DUEL

CAPTAIN AMERICA AND THE AVENGERS
PRESS START BUTTON
1 PLAYER START
2 PLAYER START
TRAINING MODE
OPTION
© 1992 DATA EAST CORPORATION.
LICENSED BY SEGA ENTERPRISES LTD.

P

Telstar: James Bond 007: The Duel/Captain America

Publisher	Telstar Electronic Studios
Release date	(uk) 1994
Mode	1 Player

Telstar Double Value Games: James Bond 007: The Duel/Captain America and the Avengers is a compilation released for the Sega Mega Drive containing James Bond 007: The Duel and Captain America and the Avengers.

Both came with separate cases and cartridges.

2
100%
COMBAT
DOUBLE VALUE

LHX
ATTACK CHOPPER

P

Telstar: LHX Attack Chopper/Shadow of the Beast

Publisher	Telstar Electronic Studios
Release date	(uk) N/A
Mode	1 Player

Telstar Double Value Games: LHX Attack Chopper/Shadow of the Beast is a compilation released for the Sega Mega Drive containing LHX Attack Chopper and Shadow of the Beast.

Both came with separate cases and cartridges.

N/P

LOTUS
TURBO
CHALLENGE
Licensed by
Sega Enterprises Ltd.

Out Run
2019
PRESS START BUTTON.
© 1993 SIMS CO.,LTD.
© 1993 SEGA. ALL RIGHTS RESERVED.

P

Telstar: Lotus Turbo Challenge/OutRun 2019

Publisher	Telstar Electronic Studios
Release date	(uk) 1995
Mode	1 Player

Telstar Double Value Games: Lotus Turbo Challenge/OutRun 2019 is a compilation released for the Sega Mega Drive containing Lotus Turbo Challenge and OutRun 2019.

Both came with separate cases and cartridges.

MEGA DRIVE
LOTUS TURBO CHALLENGE
DOUBLE VALUE
OUTRUN 2019

MEGA DRIVE
PIT-FIGHTER
DOUBLE VALUE
WRESTLE WAR

Telstar Double Value Games: Pit-Fighter/Wrestle War

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: Pit-Fighter/Wrestle War is a compilation released for the Sega Mega Drive containing Pit-Fighter and Wrestle War.

Both came with separate cases and cartridges.

8.6

PIT·FIGHTER

WRESTLE WAR
PRESS START BUTTON
© SEGA 1989, 1991

P

2 GREAT GAMES IN ONE PACK
100% ADVENTURE
ROCKET KNIGHT ADVENTURES
CHUCK ROCK II
DOUBLE VALUE

Telstar: Rocket Knight Adventures/Chuck Rock II

Publisher Telstar Electronic Studios
Release date (uk) 1994
Mode 1 Player

Telstar Double Value Games: Rocket Knight Adventures/Chuck Rock II: Son of Chuck is a compilation released for the Sega Mega Drive containing Rocket Knight Adventures and Chuck Rock II: Son of Chuck.

Both came with separate cases and cartridges.

ROCKET KNIGHT ADVENTURES
START
OPTIONS
©1993 KONAMI ALL RIGHTS RESERVED

P

2 GREAT GAMES IN ONE PACK
SONIC 2
DOUBLE VALUE GAMES
BUBSY

Telstar: Sonic the Hedgehog 2/ Bubsy in Claws Encounters

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: Sonic the Hedgehog 2/ Bubsy in Claws Encounters of the Furred Kind is a compilation released for the Sega Mega Drive containing Sonic the Hedgehog 2 and Bubsy in Claws Encounters of the Furred Kind.

Both came with separate cases and cartridges.

8.6

SONIC THE HEDGEHOG 2
1 PLAYER
2 PLAYER VS
© 1992 SEGA

BUBSY IN CLAWS ENCOUNTERS OF THE FURRED KIND
LICENSED BY SEGA ENTERPRISES, LTD.
©1992, 1993 ACCOLADE, INC.

P

Telstar: Sonic the Hedgehog/ James Pond II

SONIC
THE HEDGEHOG
SEGA
©SEGA 1991

JAMES POND II
CODENAME ROBOCOD
© MILLENNIUM 1991
LICENSED BY SEGA ENTERPRISES LTD.

P

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

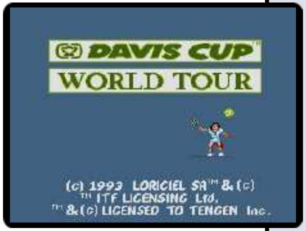
Telstar Double Value Games: Sonic the Hedgehog/ James Pond II: Codename RoboCod is a compilation released for the Sega Mega Drive containing Sonic the Hedgehog and James Pond II: Codename RoboCod.

Both came with separate cases and cartridges.

MEGA DRIVE
SONIC
THE HEDGEHOG
TELSTAR
DOUBLE VALUE
GAMES
JAMES POND II
CODENAME: ROBOCOD
AS SEEN ON TV

Telstar: Super Kick Off/ Davis Cup World Tour

SUPER
KICK
OFF
©1991/92 U.S.GOLD Ltd.
©1991/92 ANCO Games.
All rights reserved.
Licensed by SEGA Enterprises Ltd.
Programmed by TIERTEX Ltd.
U.S.GOLD
ANCO
TIERTEX

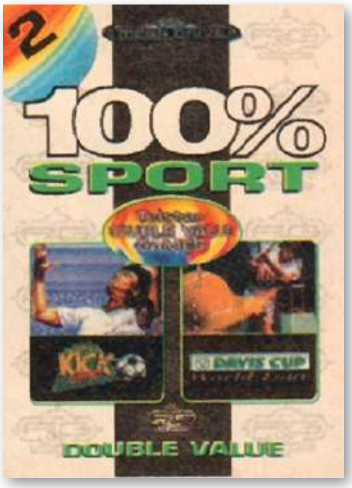

DAVIS CUP
WORLD TOUR
(c) 1993 LORICIEL SA™ & (c)
™ ITF LICENSING Ltd.
™ & (c) LICENSED TO TENGEN Inc.

P

Publisher Telstar Electronic Studios
Release date (uk) 1994
Mode 1 Player

Telstar Double Value Games: Super Kick Off/Davis Cup World Tour is a compilation released for the Sega Mega Drive containing Super Kick Off and Davis Cup World Tour.

Both came with separate cases and cartridges.


2
100%
SPORT
DAVIS CUP
DOUBLE VALUE

Telstar Double Value Games: The Flintstones/Lemmings

Hanna-Barbera
SUPER STARS
THE FLINTSTONES
PRESS START BUTTON
TAITO

Lemmings
SUNSOFT

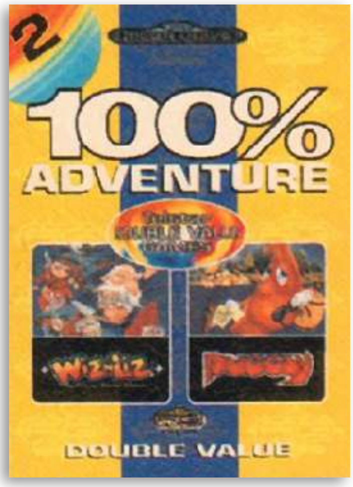
P

Publisher Telstar Electronic Studios
Release date (uk) N/A
Mode 1 Player

Telstar Double Value Games: The Flintstones/Lemmings is a compilation released for the Sega Mega Drive containing The Flintstones and Lemmings.

Both came with separate cases and cartridges.

N/P


2
100% ADVENTURE
Telstar DOUBLE VALUE GAMES
WIZ'N'LIZ
PUGGSY
DOUBLE VALUE

Telstar Double Value Games: Wiz 'n' Liz/Puggsy

Publisher	Telstar Electronic Studios
Release date	(uk) 1994
Mode	1 Player

Telstar Double Value Games: Wiz 'n' Liz/Puggsy is a compilation released for the Sega Mega Drive containing Wiz 'n' Liz and Puggsy.

Both came with separate cases and cartridges.

8.6

Wiz'n'Liz
ONE PLAYER START
TWO PLAYER START

PUGGSY
START
OPTION
JUNIOR

P

N/P

Telstar: WWF Super WrestleMania/Power Monger

Publisher	Telstar Electronic Studios
Release date	(uk) N/A
Mode	1 Player

Telstar Double Value Games: WWF Super WrestleMania/Power Monger is a compilation released for the Sega Mega Drive containing WWF Super WrestleMania and Power Monger.

Both came with separate cases and cartridges.

WWF
SUPER WRESTLEMANIA

Power Monger
Licensed by Sega Enterprises Ltd
PRESS START

P

N/P

Telstar Double Value Games: Zool/James Pond 3

Publisher	Telstar Electronic Studios
Release date	(uk) N/A
Mode	1 Player

Telstar Double Value Games: Zool/James Pond 3: Operation Starfish is a compilation released for the Sega Mega Drive containing Zool and James Pond 3: Operation Starfish.

Both came with separate cases and cartridges.

ZOOL
press start to play
press a for options

JAMES POND 3
OPERATION
STARFISH
CHAPTER III-
A NEW HOPE...

P

AS SEEN ON TV

100%

double value games

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100%
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CHUCK ROCK II
DOUBLE VALUE

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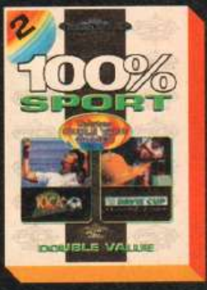
2
100%
ADVENTURE
WIZ 'N' LIZ
DOUBLE VALUE

£34-99 SRP

2
100%
COMBAT
007
CAPTAIN AMERICA
DOUBLE VALUE

£34-99 SRP


2
100%
SPORT
KICK OFF
DAVIS CUP
DOUBLE VALUE

£34-99 SRP

Telstar
DOUBLE VALUE
GAMES

2
100%
SCI-FI
ADVENTURE
STAR WARS
STAR WARS
THE LAWNMOWER MAN
DOUBLE VALUE
SUPER NINTENDO
ENTERTAINMENT SYSTEM

£49-99 SRP

2
100%
ADVENTURE
PUTTY
DOUBLE VALUE
SUPER NINTENDO
ENTERTAINMENT SYSTEM

£49-99 SRP

2
100%
RACING
OFF ROAD
DOUBLE VALUE
SUPER NINTENDO
ENTERTAINMENT SYSTEM

£49-99 SRP

2
100%
COMBAT
FLASHBACK
PHALANX
DOUBLE VALUE
SUPER NINTENDO
ENTERTAINMENT SYSTEM

£49-99 SRP

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telstar
F&G
fun & games

Also available - Zool/James Pond III; Sonic 2/Bubsy; EA Doubleheader/Lotus Turbo Challenge 2; Global Gladiators/Micky & Donald

Unlicensed Games

"segaretro.org"

In the razor-and-blade model of business under which the video game industry operates, profit is maximized by continued sale of razorblades (in this case, games) to make up for a lack of sales of the razor itself (the consoles). To ensure the console manufacturer, and not only individual developers, get this profit, manufacturers give development licenses to developers who can afford them to produce games; in some cases, these licensees also get the right to manufacturer the game media. Furthermore, the North American video game market crash of 1983 sent a clear message to console manufacturers — that only select companies get the right to make games so as to not overflow the market with poor quality games.

The Sega Mega Drive's sole means of unlicensed games protection, TMSS, failed to hold in the American courts, and for whatever reason Sega didn't try to enforce it elsewhere. Consequently, a number of unlicensed Mega Drive games appeared over the years, primarily in the Chinese market (though some publishers brought some of the Chinese homebrew overseas and though Accolade continued to make some of its later releases unlicensed). In more recent times, several groups of developers have banded together and an active development community exists today.

Sega v. Accolade

SEGA v. Accolade is the name of a court case between Sega Enterprises Ltd. and Accolade, Inc., which took place in the early 1990s.

The case in question stems from the nature of the console video game market. Hardware companies often sell their systems at a loss, and rely on other revenue streams such as in this case, game licensing. Sega was attempting to "lock out" game companies from making Mega Drive games unless they paid Sega a fee (ostensibly to maintain a consistent level of quality of games for their system) by using the TradeMark Security System.

This strategy was originally invented by Nintendo when they launched the Nintendo Entertainment System in North America. It was one of several precautions Nintendo took to ensure the video game crash of 1983 would not re-occur. In previous generations, this restriction was not put in place, and so companies could develop and publish software for any system on the market without permission.

This led to a market which was oversaturated with titles, with expensive blockbuster games being masked by hoards of poorly programmed ones. Rival companies were able to release flawed software on their competitors' systems, giving the impression that one console was "worse" than another. It also meant there was a distinct lack of quality control, with riskier games, violent or sexual in nature potentially being available to children.

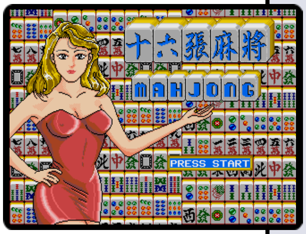
Nintendo created the "Nintendo Seal of Quality", to assure consumers that software was above a certain quality standard. Sega would copy this, with the Sega Seal of Quality. Their strategy, like Nintendo's, was to make the hardware reject any cartridge that did not include a Sega trademark. If an unlicensed company included this trademark in their game, Sega could sue the company for trademark infringement.

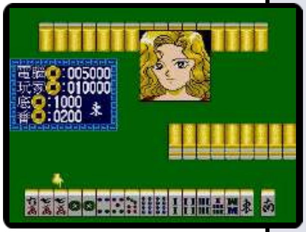
Sega won an initial injunction, forcing Accolade to remove all Mega Drive products from store shelves. However this was short lived, as Accolade won on appeal. The two companies reached an out of court settlement which allowed Accolade to continue building their own Mega Drive cartridges but as an official licensee.

Though Sega lost this lawsuit, all later Sega systems seemed to incorporate a similar hardware requirement, as have Nintendo's, Sony's and Microsoft's.

These pages concist of some of the more known unlicensed games released for the Genesis/Mega Drive. Games not listed here is the many multi-cards, very populare in Russia and Asian countries. Most information and pictures on these pages are taken from segaretro.org.

6.0





16 Zhang Mahjong

Developer	Gamtec?
Publisher	Sun Green
Release date	(tw) 1992
Genre	Board game
Mode	1 Player

16 Zhang Mahjong is one of several unlicensed pornographic mahjong games for the Sega Mega Drive, developed by Gamtec and released in some unknown year (most likely 1992).

Not much is known about the release of this particular one. This one also appears to have a story but it is in Chinese.

2.8

夢幻水果盤
777 CASINO
1 PLAYER
2 PLAYERS

777 Casino

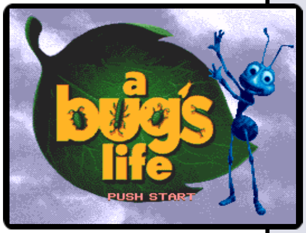
Developer	Gamtec
Publisher	City Man Technology
Release date	(tw) N/A
Genre	Casino
Mode	1-2 Players

Meng Huan Shui Guo Pan: 777 Casino is an unlicensed Taiwanese game. Its developer is Gamtec, but his year of release is presently unknown, however the art style resembles that of Gamtec's artists.

The game is a casino-type game in the style of Pachinko Kuunyan: the player take the role as either a boy or a girl walking around a town full of gambling buildings.

"segaretro.org"

夢幻水果盤
777 CASINO
MEGA DRIVE CARTRIDGE



A Bug's Life

Developer	X BOY
Publisher	X BOY
Release date	(tw) 1999
Genre	Platformer
Mode	1 Player

A Bug's Life is an unlicensed Sega Mega Drive game based on the movie with the same name. It's very similar to the Game Boy Color version. An improved version was made for the Super Nintendo and the Sega Mega Drive by an unknown developer at an unknown date. (Since the Game Boy Color version was released at the end of 1998 this port most have been released after that date, confirmed release date is 1999.)

a bug's life
蟲蟲危機

THE ULTIMATE CHALLENGE
52 GAMES
IN ONE CARTRIDGE!!
ACTION 52

Rarity US: 6

Action 52

Developer FarSight Technologies
Publisher Active Enterprises
Release date (us) 1993
Genre Compilation
Mode 1 Player

Action 52 is an unlicensed collection of 52 original games on one cartridge released on both the Genesis and the NES, developed by FarSight Studios and published by Active Enterprises. It was originally sold for $199 US dollars under the guise of each game being worth $3, and all of the games are infamous for being of terrible quality.

2.3

Action 52
COPYRIGHT 1993
Active Enterprises LTD.
DEVELOPED BY
FarSight Technologies Inc.

N

AdvenTurous Boy 冒險小子

Adventurous Boy: Mao Xian Xiao Zi

Developer Gamute
Publisher Gamute?
Release date (tw) 1998
Genre Shooter
Mode 1 Player

Adventurous Boy: Mao Xian Xiao Zi is an unlicensed Fantasy Zone clone, though features completely original graphics and sound. The release date of this game is currently unknown (the game itself does not say it and no package pictures have been found).

AdvenTurous Boy 冒險小子
START
OPTION
三協資訊

SCORE
GOLD
LIVE
SHOP

T

MEGA DRIVE
Aladdin II
SEGA

Aladdin II

Developer N/A
Publisher N/A
Release date N/A
Genre Action
Mode 1-2 Players

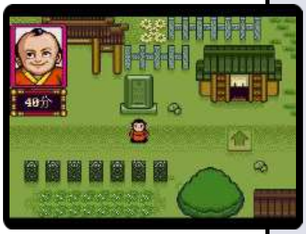
Aladdin II is an unlicensed Sega Mega Drive game. It is an attempt at porting the SNES version of Aladdin (developed and published by Capcom) to Sega's console. Mega Drive consumers were not officially given Capcom's version of the game, but instead Virgin's version. Little is known about Aladdin II's origin.

Aladdin
II
PUSH START

2.2

A Q Lián Huán Pào

阿Q連環泡
©1995 C&E INC.



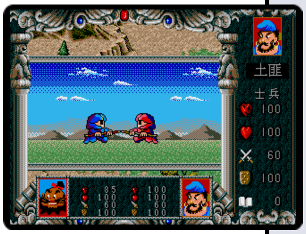
Developer	C&E Inc.
Publisher	C&E Inc.
Release date	(tw) 1995
Genre	Edutainment
Mode	1 Player

Aq Renkan Awa is an unlicensed educational game for the Sega Mega Drive by C&E Inc. released in 1995.

There are five game modes. The first three are some variants of the normal gameplay: players take the role of a student on a game board-like path. They roll a die to see how many spaces they move. At most spaces there is a building where they are asked five questions. The fourth mode has various minigames, and the fifth is a basic quiz game show.

阿Q連環泡
SEGA M.D適用

Bao Xiao San Guo



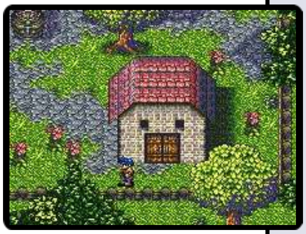
Developer	C&E Inc.
Release date	(tw) N/A
Genre	Role-playing
Mode	1 Player

Bao Xiao San Guo is an unlicensed turn-based tactical role-playing game for the Sega Mega Drive by C&E Inc. released in some unknown year.

7.5

Barver Battle Saga: Tài Kong Zhàn Shì

BARVER BATTLE SAGA
太空戰士
魔 法 戰 士



Developer	Chuanpu Technology
Publisher	Chuanpu Technology
Release date	(tw) 1996
Genre	Role-playing
Mode	1 Player

Barver Battle Saga: Tai Kong Zhan Shi – Mo Fa Zhan Shi is a RPG by Chuanpu for the Sega Mega Drive. The game was released in Taiwan and Russia with titles that make it seem connected to Square Enix's franchise Final Fantasy, which has never been released on a Sega system.

In 2010 the game was fan translated to English.

GENESIS
MEGA DRIVE
BEGGAR PRINCE
16-BIT GAME CARTRIDGE

Beggar Prince

6.0

Developer	C&E, Inc., (w) Super Fighter Team
Publisher	C&E, Inc., (w) Super Fighter Team
Release date	(w) May 22, 2006
Genre	Role-playing
Mode	1 Player

Xin Qi Gai Wang Zi is an unlicensed role-playing adventure game by C&E Inc. originally released in 1996 for the Mega Drive and later released in 1998 on PCs.

Super Fighter Team either acquired a translation license or the full copyright to the Mega Drive version and translated it in 2006, releasing it under the title Beggar Prince, released in three print runs totaling 2,400 copies.

新乞丐王子
重新開始
繼續遊戲

Bible Adventures
16-Bit Entertainment

Rarity US: 3

Bible Adventures

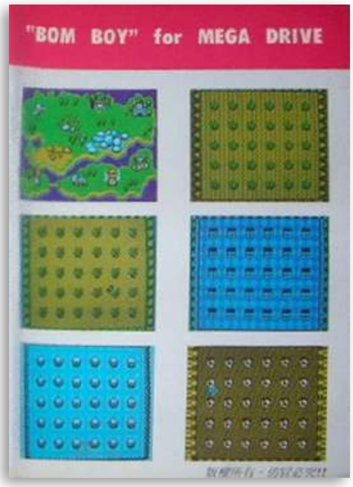
4.8

Developer	Wisdom Tree
Publisher	Wisdom Tree
Release date	(us) June 30, 1995
Genre	Action-platformer
Mode	1 Player

Bible Adventures for the Sega Mega Drive is an unlicensed sidescrolling action game developed by Wisdom Tree. It was released in North America in 1995.

The game is split into three sections based on stories from the old testament: Noah's Ark, which has the player control Noah picking up animals and placing them within an ark. Baby Moses, which has the player escort the Baby Moses safely out of Egypt. David and Goliath, which has the player control David on a quest.

BIBLE ADVENTURES
NOAH'S ARK
BABY MOSES
DAVID AND GOLIATH
PUSH A FOR MUSIC OFF
© 1995 WISDOM TREE
VER 5.0


"BOM BOY" for MEGA DRIVE

Bomboy

Developer	Gamtec
Publisher	Gamtec
Release date	(tw) 1993
Genre	Action
Mode	1 Player

Bomboy, also known as Explosion Kid is an unlicensed Sega Mega Drive game released by Gamtec in 1993. It is a simple clone of Bomberman.

Bomboy is said to have been a pack-in game with the unlicensed Dynacom Megavision console.

"segaretro.org"

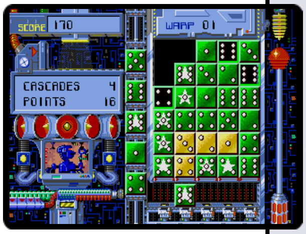
BOMBOY
START
PASSWORD
GAMTEC CORP. 1993

SCORE:
SCORE:
PUSH START

Cascade

7.0

CASCADE
PLAYER
PLAYER
Developed by Epyx, Inc.
©2015 Super Fighter Team


SCORE 170
WARP 01
CASCADES 4
POINTS 16

Developer	Epyx, Super Fighter Team
Publisher	Super Fighter Team
Release date	(w) December 24, 2015
Genre	Puzzle
Mode	1-2 Players

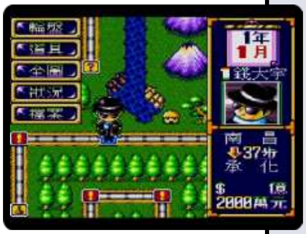
Cascade was originally developed by Epyx, and initially slated for release only in Japan for the Mega Drive. Super Fighter Team acquired full copyright to this game and released it worldwide in 2015.

In this game; players maneuver dice around a grid, trying to form numerical combinations that may then be "blasted" to progress against the current opponent. A competitive two-player mode is also offered.

GEN / MD
CASCADE

Chao Ji Da Fu Weng

超級
大富翁
PUSH START BUTTON



Developer	Gamtec?
Publisher	N/A
Release date	(tw) 1994
Genre	Board game
Mode	1 Player

Chao Ji Da Fu Weng is an unlicensed Sega Mega Drive video board game released in Taiwan. It is unknown who made it, though Gamtec's logo appears on a slot machine in-game.

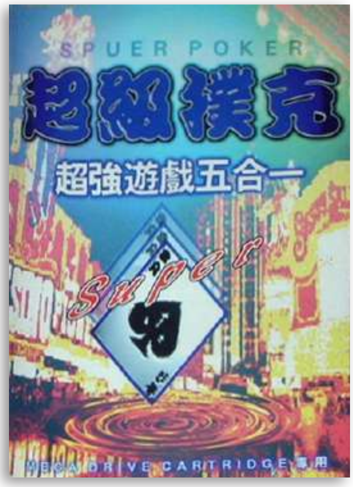
Chao Ji Mahjong Club

N/P

N/P

Developer	N/A
Publisher	Creaton Softech
Release date	(tw) N/A
Genre	Board game
Mode	1 Player

Chao Ji Mahjong Club is an unlicensed mahjong game released for the Sega Mega Drive.



Chao Ji Poker

Developer	N/A
Publisher	N/A
Release date	(tw) N/A
Genre	Cards
Mode	1 Player

Chao Ji Poker is an unlicensed poker game for the Sega Mega Drive.

N/P

N/P

Chess

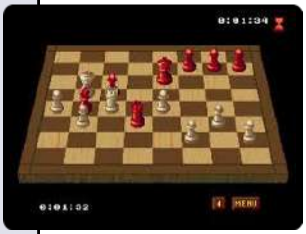
N/P

Developer	BS Comp
Publisher	PADIS
Release date	(ru) 1998
Genre	Board game
Mode	1-2 Players

Chess for the Sega Mega Drive is an unlicensed Chess game released in 1998.

The game is just a typical Chess game, but is played from a 2.5D perspective. The board can also be customized, and the music can also be turned off.

CHESS
BS Comp. Ltd.
PADIS Ltd.
1998



Command & Conquer

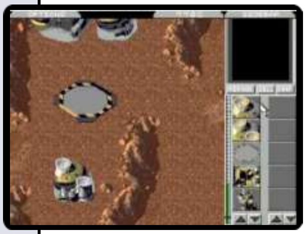
N/P

Developer	Tomsoft
Publisher	N/A
Release date	N/A
Genre	Strategy
Mode	1 Player

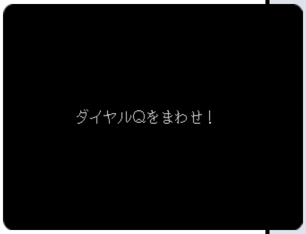
Command & Conquer is a real time strategy game developed for DOS computers in August 1995.

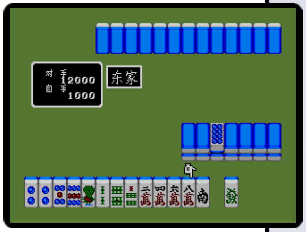
Tomsoft attempted an unlicensed port to the Sega Mega Drive, but gave up early on and released his horribly incomplete beta. Because he failed to remove the copyright from the title screen, this has sometimes considered an official beta — but a look at the header (crediting his SDK) proves otherwise.

COMMAND
&
CONQUER



Dial Q o Mawase!


ダイヤルQをまわせ！


2000
1000
東家

J

Developer	N/A
Publisher	N/A
Release date	(jp) N/A
Genre	Board game
Mode	1 Player

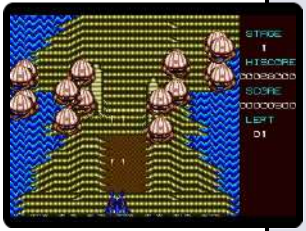
Dial Q o Mawase!, alternatively called Dial Q wo Mawase! and often pirated under the name Kyuukyoku Mahjong or Mahjong Lady, is a pornographic mahjong game for the Sega Mega Drive originating in Japan, but developed by unknown developers in some unknown year. The game is somewhat often pirated by other Japanese and Chinese pirates. It appears to be hacked out of Mahjong Cop Ryuu and steals the Cube/Noriyuki Iwadare sound driver.

ダイヤルQをまわせ!
究極
麻雀
MD用ロムカセット

Divine Sealing

4.1

DIVINE
SEALING


STAGE
1
HISCORE
SCORE
LEFT
01

J

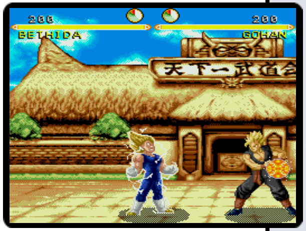
Developer	Studio Fazzy
Publisher	CYX
Release date	(jp) 1991
Genre	Shooter
Mode	1 Player

Divine Sealing is a pornographic shoot-'em-up for the Mega Drive, most likely made in 1991. It was one of the earliest unlicensed Mega Drive games, however unlike most such games during the Mega Drive's production run, originated in Japan. The game intersperses hentai scenes with lots of text in between each level, though the levels themselves have nothing inappropriate in them. Due to the lack of a TMSS $A14000 check, the game will only work on most Model 1 Mega Drives.

MD用ロムカセット
DIVINE
SEALING

Dragon Ball: Final Bout

DRAGON BALL
FINAL BOUT
七龍珠
超武鬥會
完結篇
©1998


200
BETHIDA
200
GOHAN
天下一武道会

T

Developer	DVS Electronic Co
Publisher	DVS Electronic Co
Release date	(tw) 1998
Genre	Fighting
Mode	1-2 Players

Dragon Ball: Final Bout is an unlicensed fighting game developed for the Sega Mega Drive. A re-release of the game was done two years later in 2000, but it's unknown if this re-release has any difference from the original 1998 release.

七龍珠超武鬥會完結篇
DRAGON BALL
FINAL BOUT
1998

Du Shen Zhi Meng Huan Poker

Developer	N/A
Publisher	Creaton Softech
Release date	(tw) 1995
Genre	Cards
Mode	1 Player

Du Shen Zhi Meng Huan Poker is an unlicensed poker game for the Sega Mega Drive.

N/P

N/P

T

Earth Defense
REALTEC
For Sega Genesis

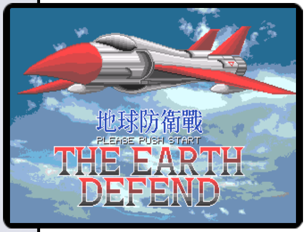
Rarity US: 5

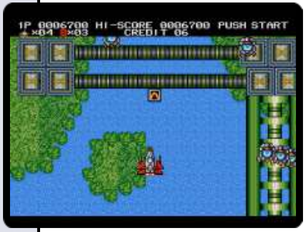
Earth Defense

Developer	AV Artisan
Publisher	Realtec
Release date	(us) 1995
Genre	Shooter
Mode	1-2 Players

The game cartridge and box shapes as well as quality in graphics and box art are identical to AV Artisan's previous titles Funny World & Balloon Boy and Whac-A-Critter, both published by Realtec. Earth Defense was also rare in that it was a simultaneous 2 player vertical scrolling shoot 'em up on the Genesis which primarily featured single player shoot 'em ups. The player takes on the role of a jet pilot assigned to liberate five world continents from a technologically advanced army.

3.0


地球防衛戰
PLEASE PUSH START
THE EARTH DEFEND


1P 0006700 HI-SCORE 0006700 PUSH START
x04 x03 CREDIT 06

N T

JOURNEY TO THE PROMISED LAND
EXODUS
FOR PLAY ON SEGA GENESIS
16-BIT Entertainment

Rarity US: 3

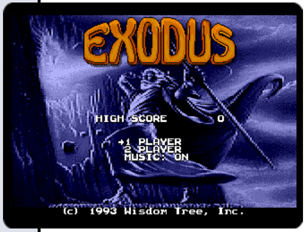
Exodus

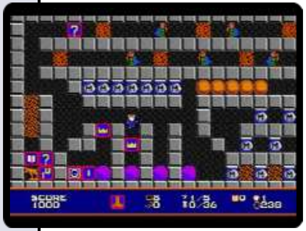
Developer	Wisdom Tree
Publisher	Wisdom Tree
Release date	(us) 1993
Genre	Puzzle
Mode	1-2 Players

Exodus: Journey to the Promised Land is a remake of the NES 1989 game, Crystal Mines.

Though the games do have a TMSS check, they will only do the $A14000 write if they detect the region of the console they are running on as US — therefore, the games will only boot on either any US Mega Drive or on any other Model 1 Mega Drive without TMSS (making that a partly useless form of region lockout).

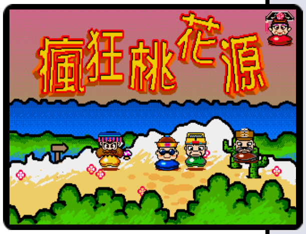
6.6

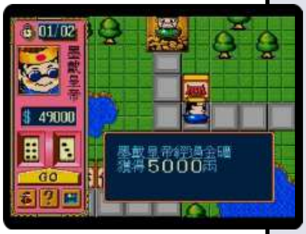

EXODUS
HIGH SCORE 0
1 PLAYER
2 PLAYER
MUSIC: ON
(c) 1993 Wisdom Tree, Inc.



N

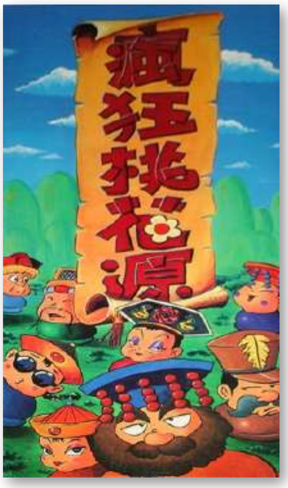
Feng Kuang Tao Hua Yuan





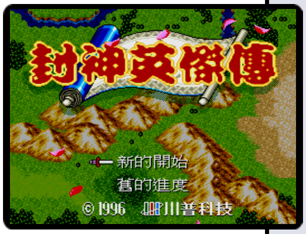
Developer	Creaton Softech
Publisher	Creaton Softech
Release date	(tw) 1998
Genre	Board game
Mode	1 Player

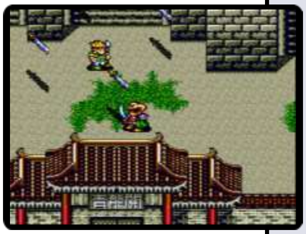
Feng Kuang Tao Hua Yuan ("Crazy Utopia") is an unlicensed game developed by Creaton Softech Inc. for the Sega Mega Drive and released in some unknown year.



Feng Shen Ying Jie Chuan

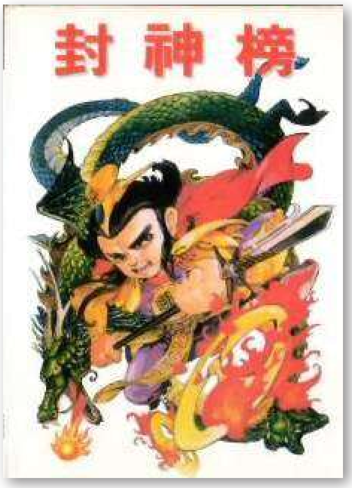
4.9





Developer	Chuanpu
Publisher	N/A
Release date	(tw) 1996
Genre	Role-playing
Mode	1 Player

Feng Shen Ying Jie Chuan is an unlicensed turn-based tactical role-playing game for the Sega Mega Drive by Chuanpu released in 1996.



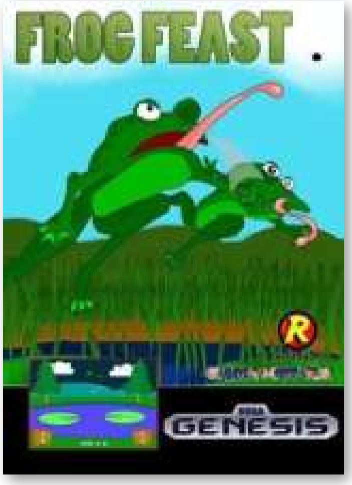
Frog Feast

N/P

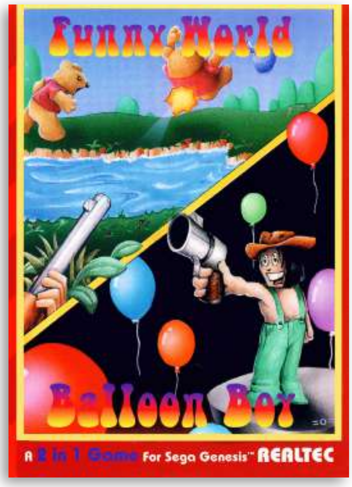
N/P

Developer	Raster Software
Publisher	Oldergames
Release date	(w) August 20, 2005
Genre	Action
Mode	1 Player

Frog Feast is an unlicensed/homebrew game by former RasterSoft programmer Charles Doty (though he continues to use the RasterSoft name). The history of its release is as of yet unclear, but it is available as a purchase for many consoles and arcade systems, including the Sega Mega-CD, Dreamcast and the Sega System C2 arcade board. A Sega Mega Drive version was also available at one point, but seems to have been removed (presumably in favor of the Mega CD version).



Funny World & Balloon Boy


Funny World
Balloon Boy
A 2 in 1 Game For Sega Genesis™ REALTEC

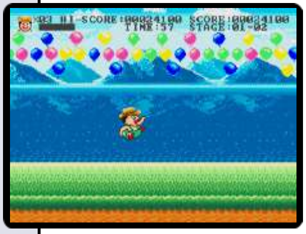
Rarity US: 4

8.0

Developer	AV artisan
Publisher	Realtec
Release date	(us) 1993
Genre	Compilation
Mode	1 Player

Funny World & Balloon Boy is an unlicensed Sega Mega Drive cartridge by Realtec released in the United States. It contains two games by AV artisan, selectable by a menu on boot: Funny World: Shooting gallery game. And Balloon Boy: Some type of shooting/dodging game. The goal of each level is to shoot at balloons, collecting goodies that come out of some of them but avoiding traps that come out of some others.

2 IN 1
FUNNY WORLD



Futbol Argentino 96

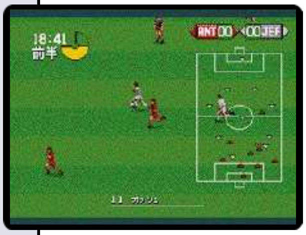
N/P

Developer	N/A
Publisher	N/A
Release date	(ar) N/A
Genre	Sports
Mode	1-4 Players

Futbol Argentino 96 is an unlicensed hack of J. League Pro Striker 2, which was distributed around Argentina during the late 1990s.

Futbol Argentino 96 is much the same game as Pro Striker 2, but contains teams from the Argentinian Football Association (AFA), presumably without a license to do so. This made it (and similar SNES hacks) unusually popular in the country.

FUTBOL 96
ARGENTINO



Futbol Argentino 98

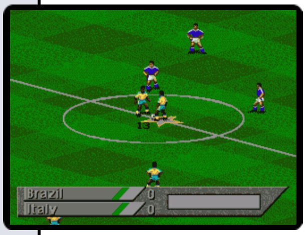
FUTBOL
98 ARGENTINO
PASION DE MULTITUDES

Developer	N/A
Publisher	N/A
Release date	(ar) N/A
Genre	Sports
Mode	1-4 Players

Futbol Argentino 98 is an unlicensed hack of FIFA Soccer 95, which was distributed around Argentina during the late 1990s. It is a successor of sorts to Futbol Argentino 96.

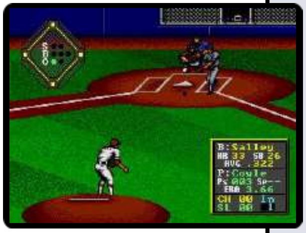
Futbol Argentino 98 is much the same game as FIFA 95, but contains teams from the Argentinian Football Association (AFA), presumably without a license to do so.

FUTBOL
ARGENTINO 98
PASION DE MULTITUDES
Licensed By
Sega Enterprises Ltd.


Brazil
Italy

7.1

HardBall!
by
Dan Thompson
Copyright 1991 Accolade, Inc


B:Salley
P:Coyle

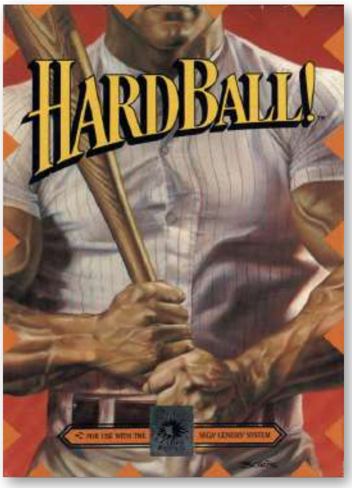
N P

Hardball!

Developer	Accolade
Publisher	Ballistic
Release date	(us) 1991 (eu) 1991
Genre	Sports
Mode	1-2 Players

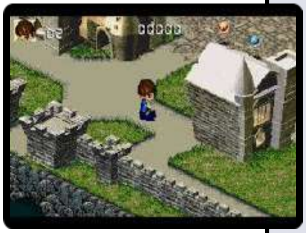
HardBall! is the first in a series of popular baseball games by Accolade. Players can throw a variety of pitches from fast balls to curve balls, steal bases, select team members, and substitute players as the game is played.

HardBall! was followed by Al Michaels Announces HardBall III, HardBall '94 and HardBall '95. The sequels did see a official release on the Mega Drive.



Rarity US: 1

Harry Potter
Push Start

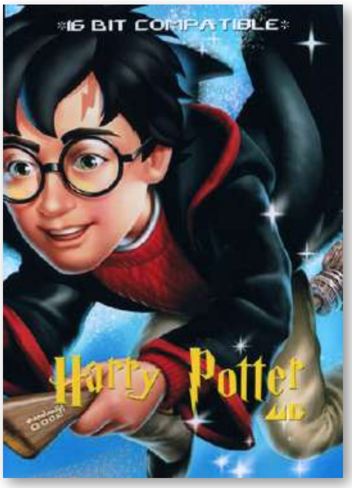


K

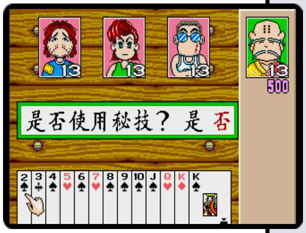
Harry Potter

Developer	KuKzz
Publisher	N/A
Release date	(ru) 2004
Genre	Action
Mode	1 Player

Harry Potter for the Sega Mega Drive is an unlicensed release loosely based around the Harry Potter novels (and films). The title screen actually reads Harry Potter und der Stein der Weisen, as the artwork is borrowed from German promotional material for the first film. It was developed by "KuKuzz" for emurussia forums in 2004, though has since made its way onto the black market and sold as a retail product.


16 BIT COMPATIBLE
Harry Potter

黑桃2
SUPER BIG2
START
OPTION


是否使用秘技？ 是 否
500

T

Hei Tao 2: Super Big 2

Developer	Chuanpu
Publisher	King Tec Information Co., Ltd.
Release date	(tw) 1996
Genre	Cards
Mode	1 Player

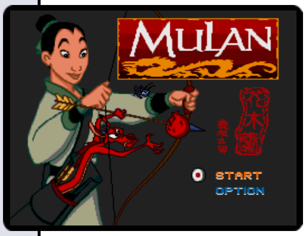
Hei Tao 2: Super Big 2 is an unlicensed game for the Sega Mega Drive made by Chuanpu in some unknown year and (most likely) published in Taiwan by King Tec Information Co., Ltd.. The game is an implementation of the card game Big 2. Players can play as one of eight characters.

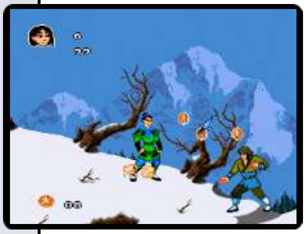
黑桃2 SUPER BIG2
MEGA DRIVE CARTRIDGE

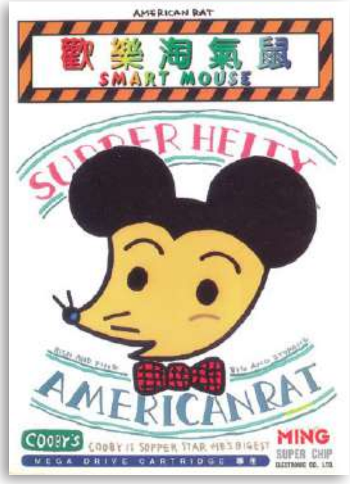
Hua Mu Lan: Mulan

Developer	N/A
Publisher	N/A
Release date	(tw) N/A
Genre	Action
Mode	1 Player

Hua Mu Lan: Mulan is an unlicensed action game by some unknown developer for the Mega Drive made some unknown year. It is based on either the Chinese legend of Hua Mulan or the 1998 Disney film of the same name — which it steals art from, giving us a potential earliest release date. Some of its music is stolen from another unlicensed game, Chuanpu's 1996 Ya Se Chuan Shuo; whether or not the rest is also stolen has yet to be determined.


MULAN
START
OPTION

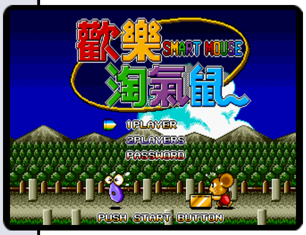


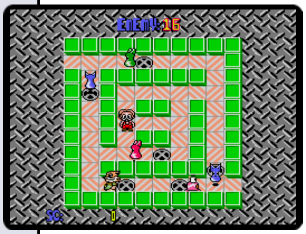

AMERICAN RAT
歡樂淘氣鼠
SMART MOUSE
AMERICANRAT
MING

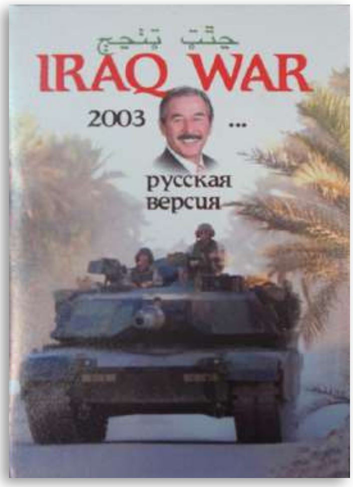
Huan Lè Táo Qì Shǔ: Smart Mouse

Developer	N/A
Publisher	Ming Super Chip Electronic Co., Ltd.
Release date	(tw) N/A
Genre	Puzzle
Mode	1-2 Players

Huan Le Tao Qi Shu: Smart Mouse is a Sega Mega Drive game developed by several Taiwanese developers in some unknown year. While the name of the dev team is never given, there is a staff list — much of the staff come from Chuanpu, but there's no confirmation this was one of their products. Some of the music is also stolen from Wonder Boy III: Monster Lair, whose sound driver the game uses.


歡樂
SMART MOUSE
淘氣鼠
1PLAYER
2PLAYERS
PASSWORD
PUSH START BUTTON

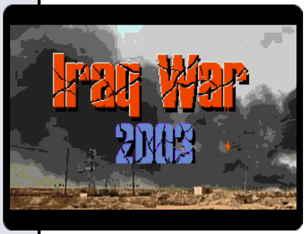


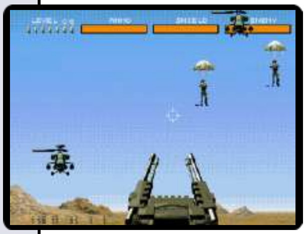

IRAQ WAR
2003
русская
версия

Iraq War 2003

Developer	Tomsoft
Publisher	Dragon Software
Release date	N/A
Genre	Shooter
Mode	1 Player

Iraq War 2003 takes place in Iraq during the 2003 Iraq War. The game was created in Tomsoft Studios by TommyXie Xi'an, who is a native of China, and the ROM itself is dated as being made in September 2003. The player plays as the Iraqi army, which must oppose the United States Army as they fight to maintain Saddam Hussein's regime. The introduction starts with the situation of the war and asks the player to guard Iraq because it is his holy duty.

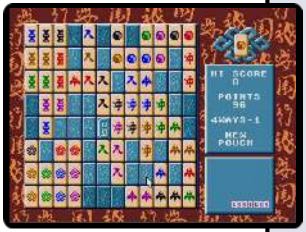

Iraq War
2003



6.4

Ishido: The Way of Stones

Ishidō™
Copyright 1989,1990
Accolade, Inc.
and
Publishing International


HI SCORE
POINTS
4-WAYS
MEN POUCH

N

Developer	Publishing International, Accolade
Publisher	Accolade
Release date	(us) 1990
Genre	Puzzle
Mode	1 Player

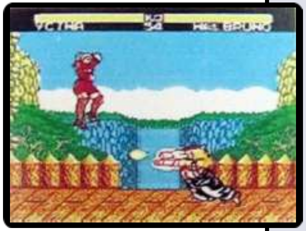
Ishido: The Way of Stones is a 1989 game by Accolade and Publishing International for various home computers and consoles, including a US-only release on the Sega Genesis in 1990. It was one of Accolade's first Mega Drive releases, and as such, is unlicensed. It also predates Accolade's discovery of how TMSS worked, so will only work on Model 1 Genesis models.

ISHIDŌ
The Way of Stones
SPECIAL PRICE
ACCOLADE
FOR USE WITH THE SEGA GENESIS SYSTEM

Rarity US: 4

Jang Pung 3

3
장풍
©1994 SIECO
©1994 OPEN CORP.
PRESS START BUTTON



SK

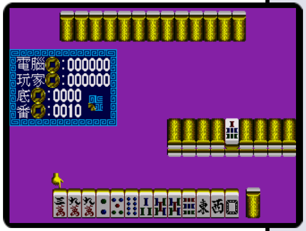
Developer	Open Corp.
Publisher	Sieco, Ltd.
Release date	(kr) N/A
Genre	Fighting
Mode	1-2 Players

Jang Pung 3 is an unlicensed fighting game, released in 1994 for the Sega Master System and Sega Mega Drive exclusively in South Korea. It is a "sequel" to Jang Pung II (an unlicensed port of Capcom's Street Fighter II with minor alterations), although unlike its predecessor, it is an original fighting game in its own right.

"segaretro.org"

Jiu Ji Ma Jiang II: Ye Yan Bian

START
OPTION


電腦 :000000
玩家 :000000
底 :0000
番 :0010

T

Developer	N/A
Publisher	Sun Green
Release date	(tw) 1995
Genre	Board game
Mode	1 Player

Jiu Ji Ma Jiang II: Ye Yan Bian is one of several unlicensed pornographic mahjong games developed by some unknown Taiwanese developer for the Sega Mega Drive and released in some unknown year. This particular one was published by Sun Green and may be based on code by Gamtec (or even made by them). This one also appears to have a story but it is in Chinese.

JOSHUA
the Battle of Jericho
FOR PLAY ON SEGA GENESIS
16-Bit Entertainment

Rarity US: 7

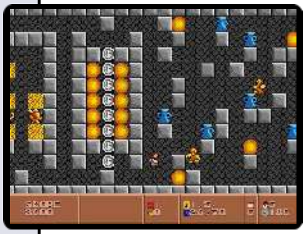
Joshua & The Battle of Jericho

6.8

Developer	Wisdom Tree
Publisher	Wisdom Tree
Release date	(us) 1994
Genre	Puzzle
Mode	1 Player

Joshua & The Battle of Jericho, labeled a sequel to Exodus, is actually a repackage of the game. Gameplay of both versions is identical: Players are the main character, Joshua (Moses in Exodus), and he must collect all the bags with $ on them (coins with M in Exodus) scattered throughout each maze. In between each level, players must answer a bunch of questions related to the story of the Bible.

Joshua
& the Battle of Jericho
HIGH SCORE 0
(c) 1994 Wisdom Tree, Inc. - Ver. 1.0



98格鬥王
16VS
KING OF FIGHTERS
98'

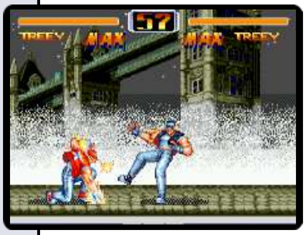
King of Fighters 98’

Developer	N/A
Publisher	N/A
Release date	(tw) 1998
Genre	Action
Mode	1 Player

King of Fighters 98’, also known as 98 Gedou Wang and later reissued as King of Fighters 2000, is an unlicensed Sega Mega Drive fighting game. It should not be confused with the “real” The King of Fighters ‘98 which bypassed Sega consoles.

Though the name would suggest The King of Fighters ‘98 is an attempt to port official game to the Mega Drive, it is actually a completely original fighter.

K.O.F
98'
ARCADE
VS
OPTION


TREFY
MAX
57
MAX
TREFY

靈幻道士
MING
SUPER CHIP

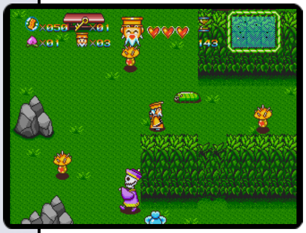
Ling Huan Daoshi

Developer	Gamtec
Publisher	Ming Super Chip Electronic Co., Ltd
Release date	(tw) N/A
Genre	Action
Mode	1 Player

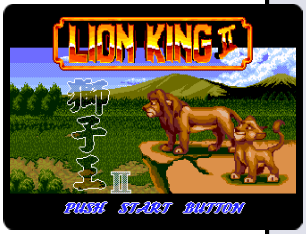
Ling Huan Daoshi is an unlicensed Mega Drive game by Gamtec and released in Taiwan. Its name is disputable - while the title screen and packaging use chinese lettering, it is subtitled with an English name of Super Magician. Furthermore the ROM header lists the game’s name as Elf Wor, and it has also been referred to as Reigen Doushi and Revenge of Fu Manchu.

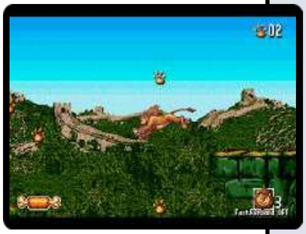
The game is strikingly similar to Zombies Ate My Neighbors, though has a more eastern setting.

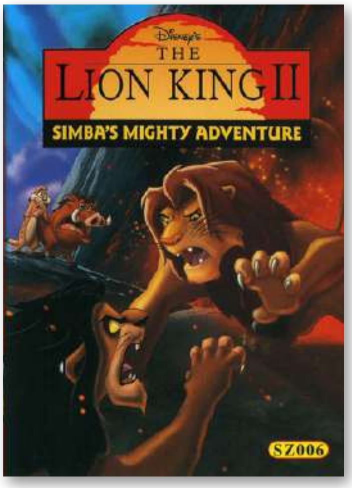
靈幻道士
SUPER MAGICIAN
START
OPTION
PASSWORD



The Lion King II


LION KING II
獅子王 II
PUSH START BUTTON



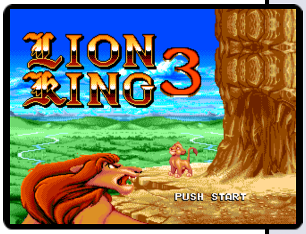

Disney's
THE
LION KING II
SIMBA'S MIGHTY ADVENTURE
SZ006

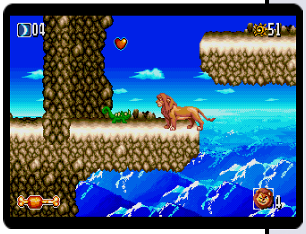
Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Action
Mode	1-2 Players

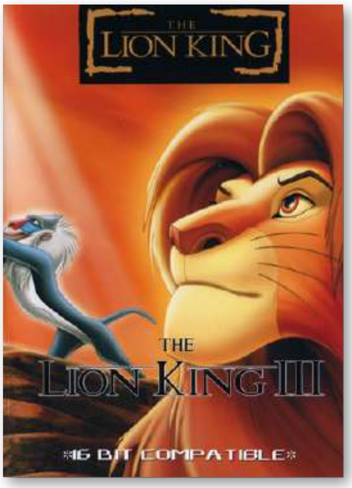
The Lion King II is an unlicensed Sega Mega Drive game based on The Lion King. Little is known about the game's origin.

It is assumed that The Lion King 3 is a sequel to this game.

The Lion King 3


LION KING 3
PUSH START




THE
LION KING
THE
LION KING III
16 BIT COMPATIBLE

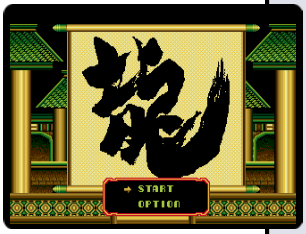
Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Action
Mode	1-2 Players

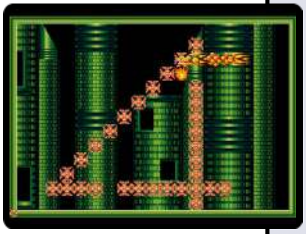
The Lion King 3 is an unlicensed Sega Mega Drive game based on The Lion King. Little is known about the game's origin.

It is assumed that it is a sequel to The Lion King II.

Long

4.5


龍
START
OPTION



龍
龍行天下
LINK DRAGON

Developer	Songtly
Publisher	Jumbo Team
Release date	(tw) 1993
Genre	Action
Mode	1 Player

Long is an unlicensed Blockade clone for the Mega Drive by the Taiwanese companies Songtly and Jumbo Team released in 1993.

The game is divided into several levels; after collecting a certain amount of pieces (fire?) a door opens (which players must go to without dying). Dying starts players at the beginning of the stage.

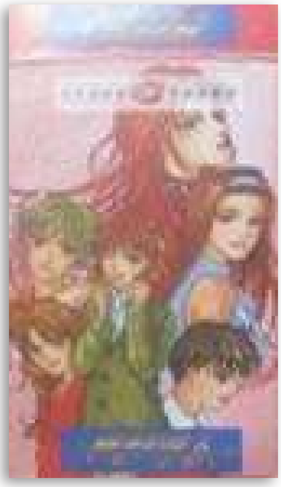
16 BIT COMPATIBLE
THE LORD OF THE RINGS

The Lord of the Rings

Developer	N/A
Publisher	Glorysun
Release date	N/A
Genre	Fighting
Mode	1-2 Players

The Lord of the Rings is surprisingly not the only unlicensed Mega Drive game by Glorysun to go by this title—the other is a hack of Stormlord. This The Lord of the Rings is a versus fighting game featuring a number of characters from the book. As with other Glorysun games, this one is a hack of another one—incidentally, a hack of another unlicensed fighting game presently known as Chinese Fighter. The game is also pirated as The Lord of the Rings 3.

THE LORD OF THE RINGS
THE RETURN OF THE KING
PUSH START



Ma Jiang Qing Ren: Ji Ma Jiang Zhi

Developer	Creaton Softech Inc.
Publisher	N/A
Release date	(tw) 1995
Genre	Board game
Mode	1 Player

Ma Jiang Qing Ren: Ji Ma Jiang Zhi is an unlicensed pornographic mahjong game developed by Creaton Softech Inc. for the Sega Mega Drive and released in some unknown year.

姬麻將之
麻將情人
單人遊戲
雙人遊戲
遊戲設定

Ma Qiao E Mo Ta: Devilish Mahjong Tower

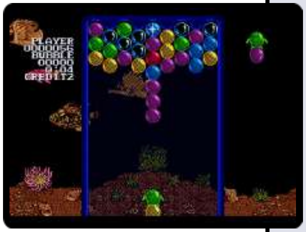
Developer	C&E Inc.
Publisher	C&E Inc.
Release date	(tw) 1994
Genre	Board game
Mode	1 Player

Ma Qiao E Mo Ta: Devilish Mahjong Tower is an unlicensed mahjong game for the Sega Mega Drive by C&E Inc. released in Taiwan in 1994. This game is not pornographic like many of the other unlicensed mahjong games, but rather has a horror theme and a story campaign battling increasingly difficult monsters. Both 13-tile and 16-tile variants are available.

2.4

麻雀惡魔塔
DEVILISH MAHJONG TOWER
OPTION
CONTINUE
NEW GAME
V.S.MODE
© 1994 C&E INC.
全崴資訊股份有限公司

MAGIC BUBBLE
© 1993 C&E INC.


PLAYER
CREDIT 2

SK T

Magic Bubble

Developer	C&E
Publisher	C&E
Release date	(tw) 1993
Genre	Puzzle
Mode	1-2 Players

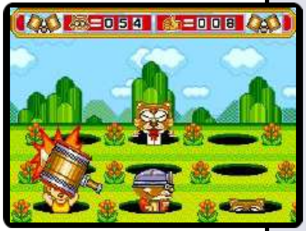
Magic Bubble is an unlicensed 1993 puzzle game developed by C&E for the Sega Mega Drive. It was the only game produced by C&E where the packaging, instructions and in-game text is all in English. The game involves matching like-coloured bubbles which float to the top of the screen.

The game is one of the most expensive games on Megadrive in all regions. Although unofficial, this game is very rare and often sell very expensive on ebay.

MAGIC BUBBLE
A cool new game from the bottom of the sea

4.0

MALLET LEGEND
PRESS ANY KEY
©1993 AV artisan, inc.

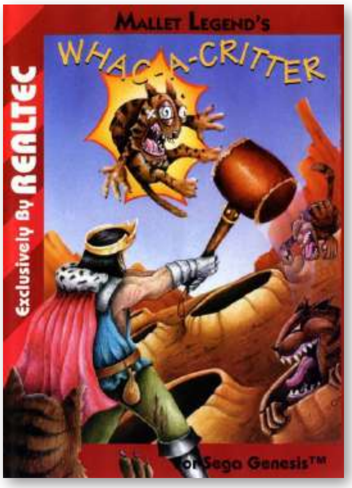


N T

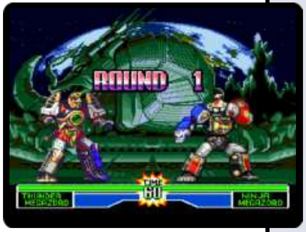
Mallet Legend

Developer	AV Artisan
Publisher	Realtec
Release date	(us) 1993
Genre	Action
Mode	1 Player

Mallet Legend is an unlicensed action game for the Sega Mega Drive developed by AV artisan and published by Realtec in 1993. In the US it is known as Whac-a-Critter or Mallet Legend's Whac-a-Critter depending on the source. It is one of the more interesting unlicensed titles for the system, as it relies on a similarly unlicensed accessory, the Smash Controller, released by Innovation in the US.


MALLET LEGEND'S
WHAC-A-CRITTER
Exclusively By REALTEC
for Sega Genesis™

MIGHTY MORPHIN
POWER RANGERS
THE FIGHTING EDITION
OPTION
ARCADE MODE
VS MODE

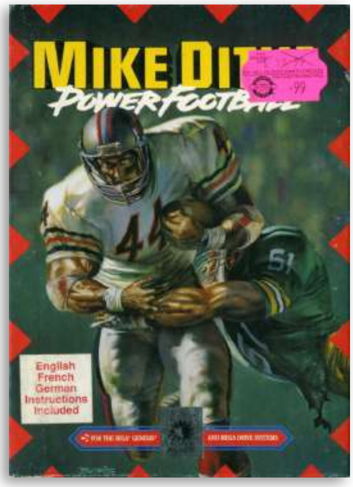


Mighty Morphin Power Rangers: The Fighting Edition

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Fighting
Mode	1 Player

Mighty Morphin' Power Rangers: The Fighting Edition is a 1995 fighting game for the SNES by Bandai. An unknown group of unlicensed developers (presumably Taiwanese) "brought" it over to the Mega Drive sometime thereafter. This "port" is one of the first, if not the first, unlicensed fighting game of its kind, as evidenced by a number of later ones keeping the music from this one.

N/P


MIKE DITKA
POWER FOOTBALL
English French German Instructions Included

Rarity US: 1

Mike Ditka Power Football

Developer	Ballistic
Publisher	Accolade
Release date	(us) 1991
	(eu) October, 1991
Genre	Sports
Mode	1-2 Players

The head coach of the Chicago Bears offers up his own football simulation. Players can modify existing plays or design their own for 28 pro teams, use 4 different passing methods and use the instant replay feature to watch plays unfold from 4 different angles. The game can be played in real-time or stop-action mode.

"mobygames.com"

3.5

POWER
FOOTBALL
Copyright Accolade inc. 1991

LB 54 Larson
WR 84 Tyler

N P

128M
NEW-GAME 2000
MK 5
MORTAL KOMBAT MYTHOLOGIES
SUB ZERO

Mortal Kombat 5

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Fighting
Mode	1 Player

Mortal Kombat 5 was created by a currently unknown developer. The game is based heavily on the officially licensed Mortal Kombat Mythologies: Sub-Zero, so much so that this game is sometimes referred to by the same title.

The game has the player control Sub Zero, who has to overcome numerous enemies and solve puzzles to clear stages. Graphics are stolen from Mortal Kombat II and Mortal Kombat 3.

MK
5
MORTAL COMBAT
~SUB ZERO~
START
OPTIONS

MEGA DRIVE
OH MUMMY
GENESIS
16-BIT CARTRIDGE

Oh Mummy Genesis

Developer	1985 Alternativo
Publisher	1985 Alternativo
Release date	(w) October, 2012
Genre	Action
Mode	1 Player

Oh Mummy Genesis serves as an unofficial update to the game Oh Mummy, originally released by Gem Software for the Amstrad CPC, MSX and ZX Spectrum in 1984. As well as providing a port of the original version, Oh Mummy Genesis features an updated version with a storyline, enhanced graphics and sound.

1985 Alternativo released the game as freeware in 2013 after stocks of boxed cartridges of the game ran out.

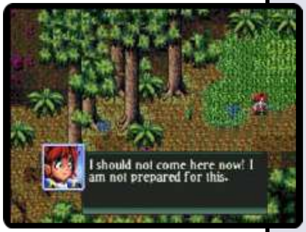
6.3

OH
MUMMY
GENESIS
PRESS START
NOT PRODUCED BY OR UNDER LICENSE
FROM SEGA ENTERPRISES LTD.

W

7.9

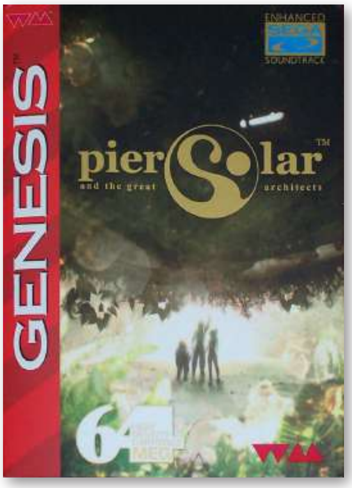
pier solar
and the great
architects
Press START!
Pier Solar, ©WaterMelon 2010


I should not come here now! I am not prepared for this.

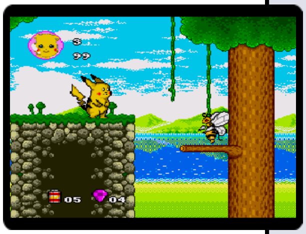
Pier Solar and the Great Architects

Developer WaterMelon
Publisher WaterMelon
Release date (w) December 20, 2010
Genre Role-playing
Mode 1 Player

Pier Solar and the Great Architects is an independently developed Mega Drive game, released worldwide by Watermelon, a group of developers from the Mega Drive homebrew and research scene. It is a turn-based RPG, and, at 8 megabytes (64 megabits) in size means it is currently the second largest Sega Mega Drive game available.


GENESIS
pier solar
and the great
architects
ENHANCED
SEGA
SOUNDTRACK
64

POCKET MONSTER
Start game
Option



Pocket Monster

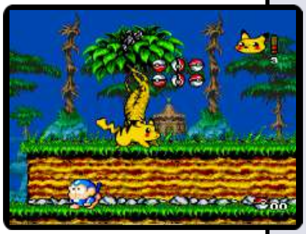
Developer DVS Electronic Co
Publisher DVS Electronic Co
Release date (tw) 2000
Genre Platformer
Mode 1 Player

Pocket Monster is an unlicensed release based on Nintendo's Pokémon franchise. It is a platform game where the player controls Pikachu.

The game's origins are unknown, however a port exists for the SNES. Graphics are stolen from a number of games, including Tiny Toon Adventures: Buster's Hidden Treasure, Mr. Nutz, Quackshot starring Donald Duck and Monster World IV.

New Game
2000
比卡超
げんきでちゅう
128M
Pocket Monsters

POCKET
MONSTER
II
START GAME
OPTION



Pocket Monster II

Developer DVS Electronic Co
Publisher DVS Electronic Co
Release date (tw) 2001
Genre Platformer
Mode 1 Player

Pocket Monster II, also titled Pikaqiu II, is an assumed sequel to Pocket Monster, and is an unlicensed game for the Mega Drive. Like its prequel, it is based on Nintendo's Pokémon franchise, and is a platform game where the player controls Pikachu.

Some of the opponents are based on Mega Bomberman enemies.

皮卡丘 II
Pocket Monsters

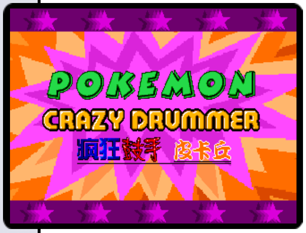
Pokemon Crazy Drummer

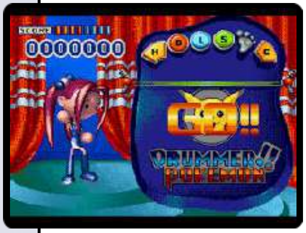
N/P

Developer Tomsoft
Publisher Tomsoft
Release date N/A
Genre Rhythm
Mode 1 Player

Pokemon Crazy Drummer is an unlicensed game made by Tomsoft, released in 2002 in an unknown region of the world. It has nothing to do with Pokémon except Pikachu being present. It simulates drums (although very poorly). There are multiple gameplay modes: “ARCADE” (with scoring), “PRACTICE” (without scoring), “OPTION” and “TEST” (free drumming)

“segaretro.org”


POKEMON
CRAZY DRUMMER
疯狂鼓手 皮卡丘


0000000
H D L S C
GO!!
DRUMMER!!
POKEMON

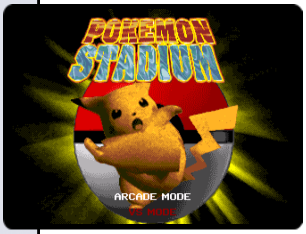
Pokemon Stadium

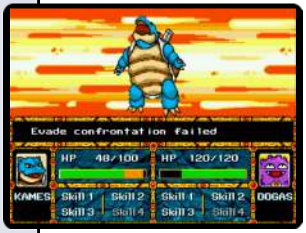
怪獸競技場
Pokemon Stadium

Developer N/A
Publisher SKOB
Release date N/A
Genre Fighting
Mode 1-2 Players

Pokemon Stadium is an unlicensed Mega Drive game featuring characters from Nintendo’s Pokémon franchise. Little is known about the origin of this game, however it does share some music with Pocket Monster II. A similar game exists for the SNES. The game features a number of first-generation pokémon which battle each other.

Look at that title screen...LOOK AT IT!


POKEMON
STADIUM
ARCADE MODE
VS MODE

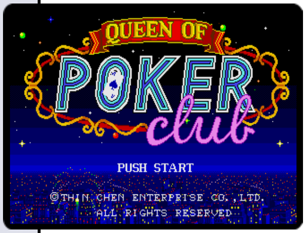

Evade confrontation failed
HP 48/100
HP 120/120
KAMES
Skill 1
Skill 2
Skill 3
Skill 4
Skill 1
Skill 2
Skill 3
Skill 4
DOGAS

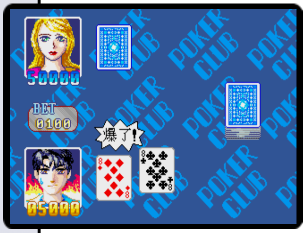
Queen of Poker Club

POKER CLUB
撲克俱樂部
POKER
6 in 1
MEGA DRIVE CARTRIDGE專用

Developer Sachen
Publisher Sachen
Release date (tw) N/A
Genre Cards
Mode 1 Player

Queen of Poker Club, referred to as Poker Club 6 in 1 on its packaging, is an unlicensed poker game developed and published by Sachen for the Sega Mega Drive.


QUEEN OF
POKER
club
PUSH START
©THIN CHEN ENTERPRISE CO.,LTD.
ALL RIGHTS RESERVED


50000
BET
0100
爆了!
05000
POKER CLUB

ROCKMAN X3
PRESS START BUTTON

Rockman X3

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Action-platformer
Mode	1 Player

Rockman X3 is a pirated port of the game of the same name, made for the Mega Drive by an unknown company. There are two versions of this of this on the internet with slight differences between them, mostly due to stage music. The game is a port of the Saturn versions. Despite being a straight port, this game has many things missing from other versions, including the removal of Toxic Seahorse and Blast Hornet.

"bootleggames.wikia.com"

5.0

SACRED LINE
GENESIS

Sacred Line: Genesis
(C) 2013 Sasha Darko. All Rights
Reserved.

completely red.
Confused, I looked at the cabin:
despite the light of one visible
lightbulb, it looked completely
abandoned. Everything didn't look

N

Sacred Line Genesis

MEGA DRIVE / GENESIS
SASHA DARKO
NTSC & PAL COMPATIBLE
32 MB POWER
SACRED LINE
GENESIS
MATURE 18+

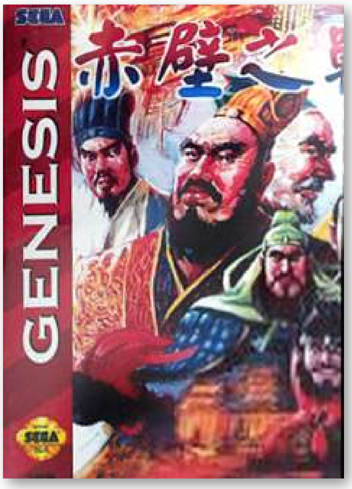
Developer	Sasha Darko
Publisher	Watermelon
Release date	(us) February 27, 2015
Genre	Adventure
Mode	1 Player

Sacred Line Genesis is a adult adventure game released in 2015 developed by Sasha Darko and published by Watermelon for the Sega Mega Drive.

The game is an extended version of the original Sacred Line game. It tells the story of Ellen, a private detective, who is trying to survive in Eastern Europe.

T

San Guo Yan Yi: Huo Shao Chi Bi


SEGA
GENESIS
赤壁之

Developer	Gamtec
Publisher	N/A
Release date	(tw) N/A
Genre	Beat-'em-up
Mode	1 Player

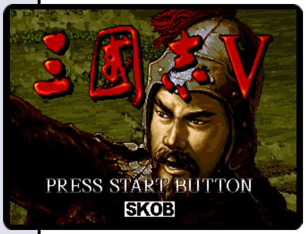
San Guo Yan Yi: Huo Shao Chi Bi, also known as The Battle of Red Cliffs, is an unlicensed beat-'em-up game for the Sega Mega Drive released in some unknown year. The game is an unofficial port of the Sega Saturn title Tenchi wo Kurau II: Sekiheki no Tatakai.

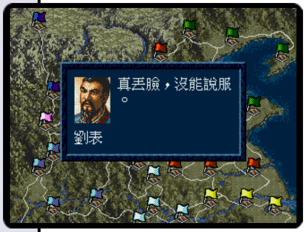
San Guo Zhi V

N/P

Developer	SKOB
Publisher	N/A
Release date	(tw) 1996
Genre	Strategy
Mode	1 Player

San Guo Zhi V is an unlicensed Sega Mega Drive strategy game released in Taiwan and developed by SKOB, it is a direct port of Sangokushi V

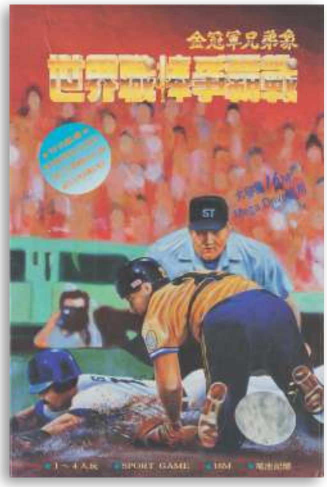

三國志V
PRESS START BUTTON
SKOB



真丟臉，沒能說服。

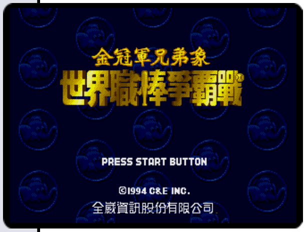
劉表

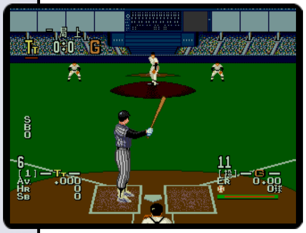
Shi Jie Zhi Bang Zheng Ba Zhan: World Pro Baseball 94


金冠軍兄弟象
世界職棒爭霸戰

Developer	C&E Inc.
Publisher	C&E Inc.
Release date	(tw) 1994
Genre	Sports
Mode	1-4 Players

Shi Jie Zhi Bang Zheng Ba Zhan: World Pro Baseball 94 is a baseball game for the Mega Drive by C&E Inc.. While the game is an unlicensed Mega Drive game, whether or not the game also carries a license to use teams represented — or whether or not any actually exist — is unclear — C&E's site states they started making games with team licenses in 1993.


金冠軍兄弟象
世界職棒爭霸戰
PRESS START BUTTON
©1994 C&E INC.
全崴資訊股份有限公司



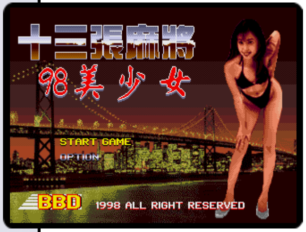
Shi San Zhang Ma Jiang 98: Mei Shao Nv

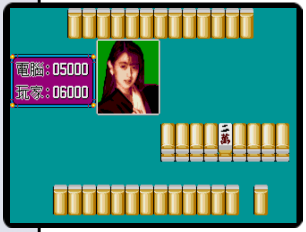
N/P

Developer	BBD
Publisher	N/A
Release date	(tw) 1998
Genre	Board game
Mode	1 Player

Shi San Zhang Ma Jiang 98: Mei Shao Nv is one of several unlicensed pornographic mahjong games developed in Taiwan for the Sega Mega Drive.

This game should not be confused with Shi San Zhang Ma Jiang: Zhong Guo Mei Nv Pian.


十三張麻將
98美少女
START GAME
OPTION
BBD
1998 ALL RIGHT RESERVED


電腦: 05000
玩家: 06000

Shi San Zhang Ma Jiang: Zhong Guo Mei Nv Pian

十三張
麻
將
中國美女篇

N/P

Developer	N/A
Publisher	N/A
Release date	(tw) N/A
Genre	Board game
Mode	1 Player

Shi San Zhang Ma Jiang: Zhong Guo Mei Nv Pian is an unlicensed mahjong game developed in Taiwan for the Sega Mega Drive.

This game should not be confused with Shi San Zhang Ma Jiang 98: Mei Shao Nv.

Shui Hu Zhuan

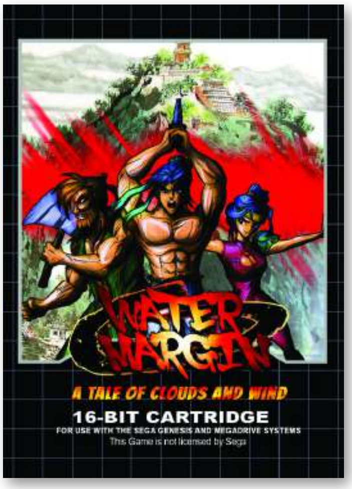
水滸傳
開始遊戲
繼續遊戲

Developer	Chuanpu
Publisher	N/A
Release date	(tw) 1996
Genre	Strategy
Mode	1 Player

Shui Hu Zhuan, also known as Tiger Hunter Hero Novel or Suikoden (not to be confused with the Sega Saturn title Gensou Suikoden), is an unlicensed Sega Mega Drive strategy game released in Taiwan and developed by Chuanpu in 1996. It is based on the 14-century Chinese novel Shui Hu Zhuan.

Shui Hu: Feng Yun Zhuan

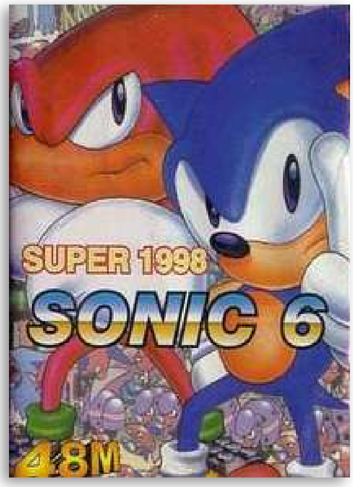
水滸
風雲傳
一人戰鬥
二人戰鬥
功能設定
© 1999 NEVER ENDING SOFT TEAM


WATER MARGIN
A TALE OF CLOUDS AND WIND
16-BIT CARTRIDGE
FOR USE WITH THE SEGA GENESIS AND MEGADRIVE SYSTEMS
This Game is not licensed by Sega

Developer	Never Ending Soft Team
Publisher	King Tec Information, (us) Piko Interactive
Release date	(us) August 7, 2015
Genre	Beat-’em-up
Mode	1 Player

Shui Hu: Feng Yun Zhuan is a beat-’em-up game developed for the Mega Drive by the Taiwanese group Never Ending Soft Team in 1996. The game is similar to Streets of Rage, going so far in that it borrows voice samples from this game.

A re-release for a primary American audience was announce by Piko Interactive in 2015 as Water Margin: The Tales of Clouds and Winds.


SUPER 1998
SONIC 6
4 8M

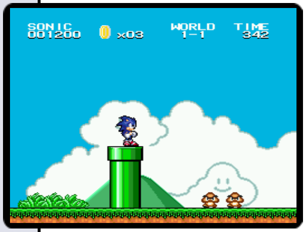
Sonic Jam 6

Developer	N/A
Publisher	N/A
Release date	1998
Genre	Platformer
Mode	1 Player

Sonic Jam 6, called Super 1998 Sonic 6 on the original box, is a hack of Super Mario 2 1998 made later in 1998, an unlicensed clone of Super Mario Bros. for the Mega Drive that uses tiles appropriated from Super Mario All-Stars.

Strangely, this game was rated by the ESRA on 26 September 2011. It received a 3+ rating.

"sonicretro.org"


SONIC 001200
x03
WORLD 1-1
TIME 342

Soul Blade

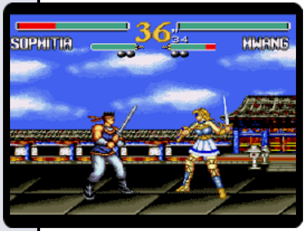
N/P

Developer	N/A
Publisher	N/A
Release date	(tw) 1997
Genre	Fighter
Mode	1-2 Players

Soul Blade is an unlicensed Sega Mega Drive game featuring characters from Namco's Soul franchise (specifically Soul Edge/Soul Blade). Little is known about the origin of this game, though a similar game exists for the SNES and Game Boy Color.

The game is a standard one-on-one fighter.

SOULBLADE
SUPER
OPTION
ARCADE MODE
VS BATTLE MODE


SOPHITIA
36
HWANG

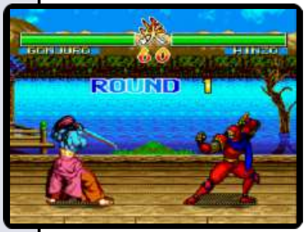
SEGA
GENESIS
SOUL EDGE
VS
SAMURAI
SPIRITS

Soul Edge vs. Samurai Spirits

Developer	N/A
Publisher	X Boy
Release date	(tw) 1997
Genre	Fighter
Mode	1-2 Players

Soul Edge vs. Samurai Spirits, also known as Final Samurai Shi Hun V, is an unlicensed fighting game developed for the Mega Drive. The game features characters from the Samurai Shodown and Soul Blade series. The theme song of the game is lifted from the Mega Drive RPG Barver Battle Saga: Tai Kong Zhan Shi.

FINAL SAMURAI
侍魂V



Spiritual Warfare

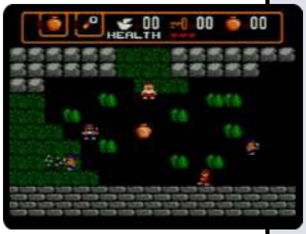
7.0

Developer	Wisdom Tree
Publisher	Wisdom Tree
Release date	(us) 1994
Genre	Action-adventure
Mode	1 Player

Spiritual Warfare is an unlicensed Sega Mega Drive game developed and published by Wisdom Tree in 1994. It is extremely similar to The Legend of Zelda for the NES, however as with all Wisdom Tree games, is linked to Christian themes such as the stories of the Bible. The game was only released in North America.

Other versions of this game exist for the NES, DOS and Game Boy.

SPIRITUAL WARFARE
VER 1.0
PLAY GAME
ENTER PASSWORD
MUSIC ON
MUSIC TEST
©1994 Wisdom Tree, Inc.



N

SPIRITUAL
WARFARE
FOR PLAY ON SEGA GENESIS
16-Bit Entertainment

Rarity US: 3

Squirrel King

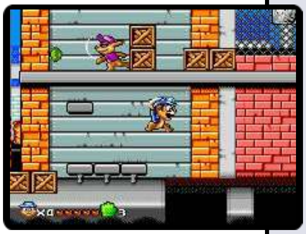
4.5

Developer	Gamtec
Publisher	Gamtec
Release date	(tw) N/A
Genre	Platformer
Mode	1-2 Players

Squirrel King is an unlicensed platform game developed for the Mega Drive.

The game is extremely similar to Capcom's Chip 'N Dale: Rescue Rangers and it sequel for the NES, to the point where the player actually plays as two characters named "Chip" and "Dale" (though they look slightly different to their Disney counterparts). The game is also the basis for another unlicensed title, Super Mario World, also for the Mega Drive.

SQUIRREL KING
PUSH START BUTTON



T

SQUIRREL
KING

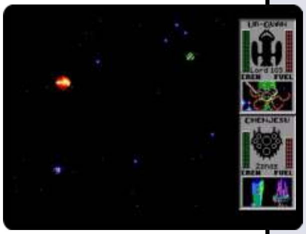
Star Control

7.1

Developer	Toys For Bob
Publisher	Accolade
Release date	(us) June, 1991 (eu) 1991
Genre	Action, Strategy
Mode	1-2 Players

Star Control is a science fiction game originally released for Amiga and MS-DOS in 1990, followed by a Genesis port in 1991. Rampant slowdown marred much of the core gameplay on the Genesis, much to the chagrin of the creators, who were not given the time by Accolade to optimize the gameplay for the platform. When released, it was touted as the first 12-megabit cartridge created for the system.

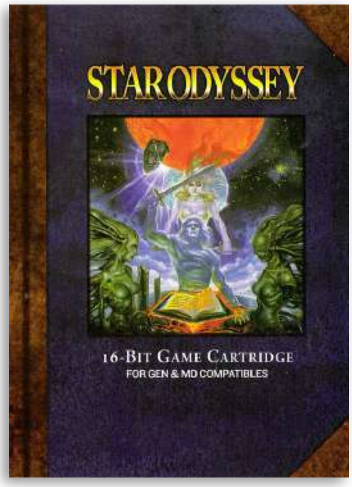
STAR CONTROL
Famous Battles of the Ur-Quan Conflict
Volume IV
PROGRAM DESIGN:
FRED FORD


UR-QUAN
CREW
FUEL
CREW
FUEL

N P

THE FIRST 12 MEGABIT GAME!
STAR CONTROL
Includes English Instructions
SUPPORTS THE MEGA DRIVE SYSTEM

Rarity US: 4


STAR ODYSSEY
16-BIT GAME CARTRIDGE
FOR GEN & MD COMPATIBLES

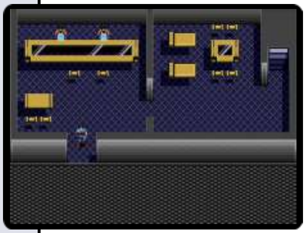
Star Odyssey

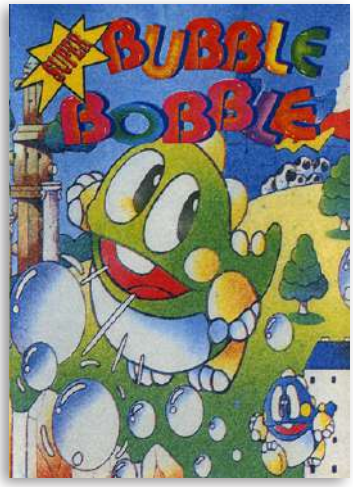
Developer	HOT-B, Super Fighter Team
Publisher	Super Fighter Team
Release date	(w) June 22, 2011
Genre	Role-playing
Mode	1 Player

Star Odyssey is a rerelease of Blue Almanac. North American publisher Super Fighter Team acquired the official rights to publish an English version of the game with alterations to the translation and the programming, based on an as-for-yet unreleased prototype of the US version, and released it exactly twenty years after the game's original release as Star Odyssey.

5.8

STAR ODYSSEY
PRESS START BUTTON
©2011 STARFISH-SD INC.
©2011 SUPER FIGHTER TEAM
WWW.SUPERFIGHTER.COM




SUPER
BUBBLE BOBBLE

Super Bubble Bobble MD

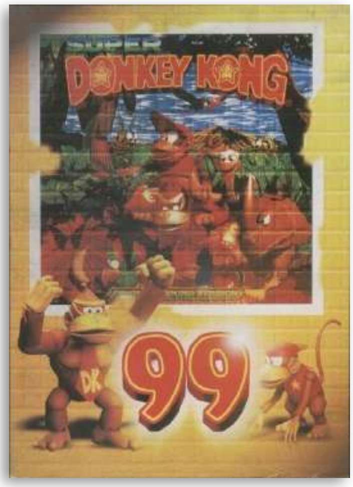
Developer	Gamtec?
Publisher	N/A
Release date	(tw) N/A
Genre	Action
Mode	1-2 Players

Super Bubble Bobble MD is an unlicensed Sega Mega Drive game most likely developed by Gamtec. As the name suggests, it is an unlicensed attempt at mimicking the formula of Taito Bubble Bobble.

The game allows the user to play as Bub and Bob, as well as anime characters Crayon Shin-chan and Doraemon.

SUPER
BUBBLE BOBBLE MD
PUSH START BUTTON

SCORE
HI-SCORE
SCORE


SUPER
DONKEY KONG
99

Super Donkey Kong 99

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Action-platformer
Mode	1 Player

Super Donkey Kong 99, sometimes known as Super King Kong 99, is an attempt to bring the likes of SNES game, Donkey Kong Country to Sega's system, though is very different to any of the SNES games.

Players control Donkey Kong through a variety of levels whose graphics are taken from Donkey Kong Country and Donkey Kong Country 3: Dixie Kong's Double Trouble!.

SUPER
DONKEY KONG
99
PUSH START

Super Game 270

N/P

N/P

SK

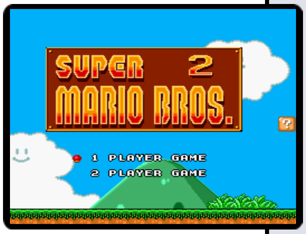
Developer	N/A
Publisher	CTI
Release date	(sk) N/A
Genre	Compilation
Mode	1-2 Players

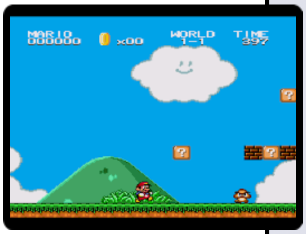
Super Game 270 is an unlicensed compilation of games sold in South Korea for the Sega Mega Drive.

Super Game 270 primarily consists of Sega Master System titles commonly found in South Korea, although there is only around 30 unique playable games rather than the 270 advertised. The remaining slots are filled with repeats, where the player is started at different points of the initial selection of games.

SUPER GAME 270
CTI

Super Mario 2 1998



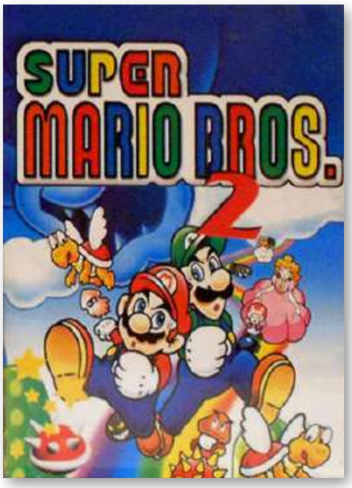


T

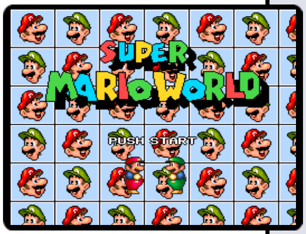
Developer	Gamtec?
Publisher	Gamtec?
Release date	(tw) 1998
Genre	Platformer
Mode	1-2 Players

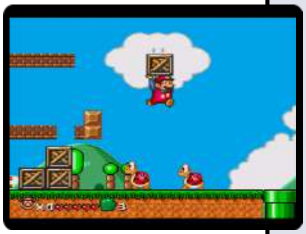
Super Mario 2 1998, or Super 1998 Mario 2, is an unlicensed clone of the original Super Mario Bros. made by some unknown developers presumably in 1998. It was later hacked into another unlicensed game, Sonic Jam 6 released in 2000 by the same company, Gamtec?.

Gameplay is identical to the original Super Mario Bros., with C replacing the NES's A button and A replacing B.



Super Mario World

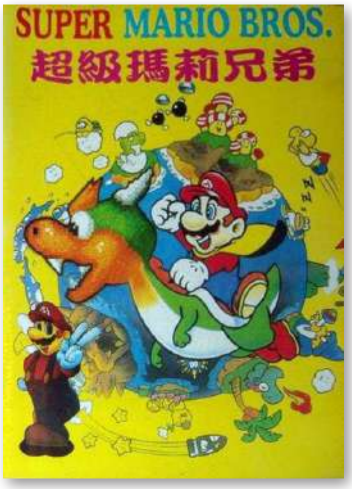


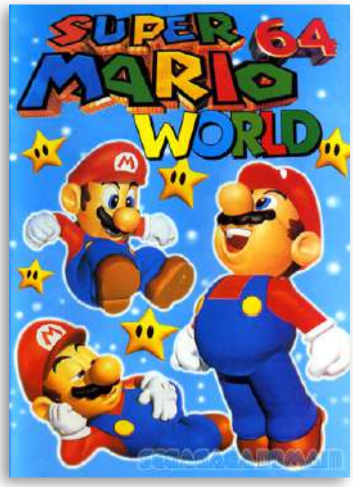


T

Developer	Chuanpu
Publisher	Jazz Dark
Release date	(tw) N/A
Genre	Platformer
Mode	1 Player

Super Mario World, also known as Super Mario Advance, is an unlicensed Mega Drive game developed by Chuanpu and published by Jazz Dark, loosely based off Nintendo's Super Mario Bros. franchise. It is actually a hack of Squirrel King, another unlicensed game. Whereas the first few stages have been altered (with tiles taken from Super Mario All-Stars on the SNES), later stages are identical to those seen in Squirrel King.




SUPER MARIO 64
WORLD

Super Mario World 64

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Platformer
Mode	1 Player

Super Mario World 64 is a loose attempt at porting the SNES game, Super Mario World to Sega's console. It is currently unknown who's developed it.

Oddly, for an unlicensed game, it features copy protection which makes it impossible to dump the ROM with the most usual techniques, such as using a Retrode. After a few years of unsuccessful attempts it was finally correctly dumped in 2012 and released a year later.

SUPER
MARIO WORLD TM
64

MARIO
x 3
TIME
235
7

N/P

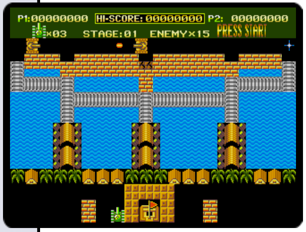
Super Tank War

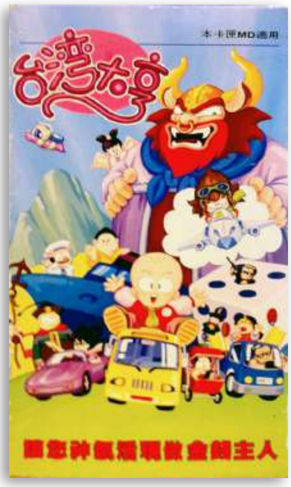
Developer	Gamtec
Publisher	N/A
Release date	(tw) N/A
Genre	Action
Mode	1-2 Players

Super Tank War is an unlicensed action game developed for the Sega Mega Drive. It was developed by Gamtec, and therefore its origin is Taiwan.

In the game, players control a tank and fires using either A,B or C.

Super
TANK WAR
START
OPTION


P1:00000000
HI-SCORE: 00000000
P2: 00000000
×03
STAGE:01
ENEMY×15
PRESS START

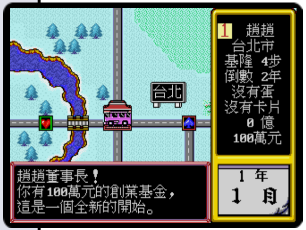

台湾大亨
本卡匣MD適用

Taiwan Daheng

Developer	C&E Inc.
Publisher	C&E Inc.
Release date	(tw) 1994
Genre	Board game
Mode	1 Player

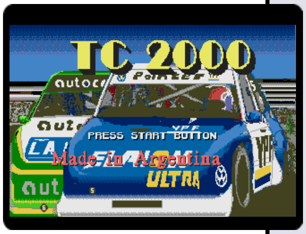
Taiwan Daheng, also known as Taiwan Tycoon, is an unlicensed Mega Drive board game released in Taiwan by C&E Inc. in 1994. It is very similar to Chao Ji Da Fu Weng.

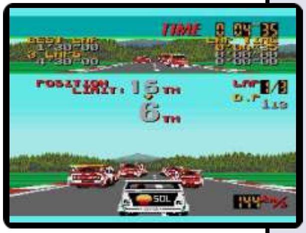
台湾大亨
PRESS START BUTTON
©1994 C&E INC.


1 趙趙
台北市
基隆 4步
倒數 2年
沒有蛋
沒有卡片
0 億
100萬元
台北
1 年
1 月

趙趙董事長！
你有100萬元的創業基金，
這是一個全新的開始。

TC 2000


TC 2000
PRESS START BUTTON
Made in Argentina



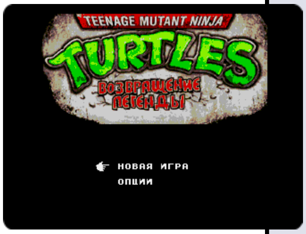
Developer Miky
Publisher Miky
Release date (ar) 1995
Genre Racing
Mode 1 Player

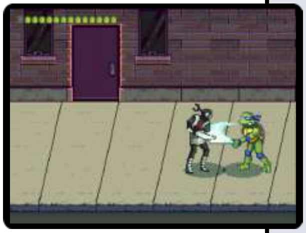
TC 2000 is a hacked Super Monaco GP. The game is based on Argentina's TC 2000 Championship — which they did not get a license to use either.

Differences from Super Monaco GP include: The ability to select one of eight cars to drive. A from-behind view rather than an in-cockpit view. A rearranged HUD allowing for "advertisements". Various removed or changed screens, and other changes.

N/P

Teenage Mutant Ninja Turtles: The Legend Returns

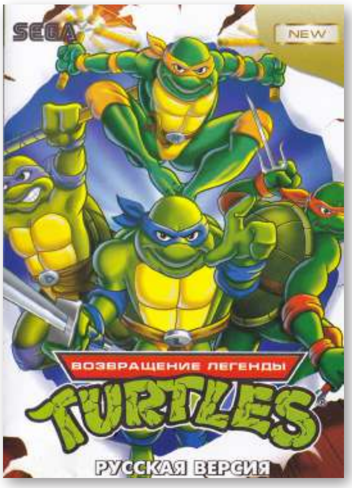

TEENAGE MUTANT NINJA
TURTLES
ВОЗВРАЩЕНИЕ ЛЕГЕНДЫ
НОВАЯ ИГРА
ОПЦИИ



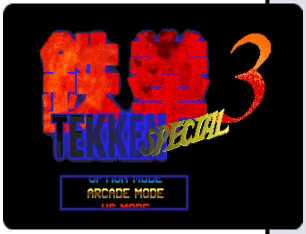
Developer N/A
Publisher N/A
Release date N/A
Genre Beat 'em up
Mode 1 Player

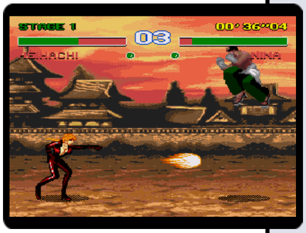
Teenage Mutant Ninja Turtles: The Legend Returns is an unlicensed Sega Mega Drive game. It's an action game that plays similar to Streets of Rage. It borrows graphics from the TMNT: Double Damage flash game which was based on the 2003 animated series.

The game has game breaking glitches that causes the game to freeze or act strange in emulators.


SEGA
NEW
ВОЗВРАЩЕНИЕ ЛЕГЕНДЫ
TURTLES
РУССКАЯ ВЕРСИЯ

Tekken 3 Special


3
TEKKEN SPECIAL
ARCADE MODE



Developer N/A
Publisher N/A
Release date (tw) 1996/7
Genre Fighting
Mode 1-2 Players

Tekken 3 Special is an unlicensed Sega Mega Drive game featuring characters from Namco's Tekken franchise (specifically Tekken 2). Little is known about the origin of this game, however it does share some graphics with Virtua Fighter 2 vs. Tekken 2.

A similar game exists for the SNES.

TEKKEN 3 SPECIAL
MEGA 16 Bit DRIVE

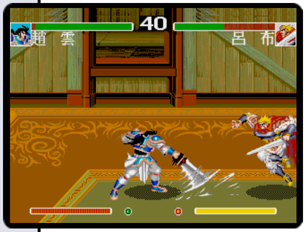
Tenchi wo Kurau III: Sangoku Gaiden

Developer	N/A
Publisher	N/A
Release date	(tw) N/A
Genre	Fighting
Mode	1 Player

Tenchi wo Kurau III: Sangoku Gaiden, also known as Tun Shi Tian Di 3: San Guo Wai Chuan or Chinese Fighter, is an unlicensed fighting game developed for the Sega Mega Drive. Its origins are largely unknown.

CHINESE FIGHTER

CHINESE FIGHTER
PUSH START



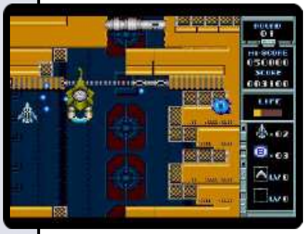
Thunderbolt II

Developer	Sun Green
Publisher	Ming Super Chip
Release date	(tw) 1995
Genre	Shooter
Mode	1 Player

Thunderbolt II, which also refers to itself as Lei Dian Chuan Shuo II, or just Lei Dian II, is an unlicensed vertical scrolling shoot-'em-up released for the Sega Mega Drive in 1995. There is not thought to have been a Thunderbolt I - more likely it is borrowing its name from Raiden II, a 1993 arcade shooter by Seibu Kaihatsu that is a sequel to Raiden.

雷電傳說
THUNDERBOLT

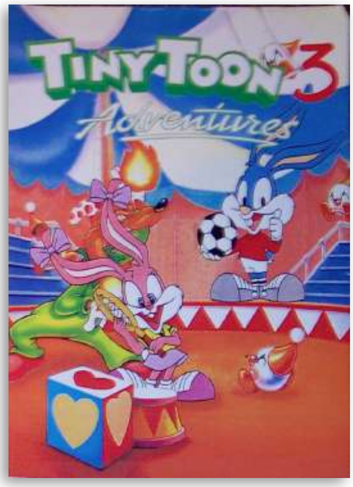
THUNDERBOLT II
START
OPTION
SUN GREEN



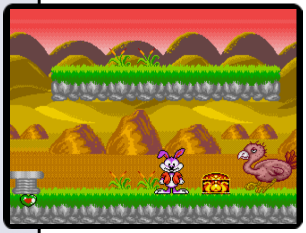
Tiny Toon Adventures 3

Developer	Gamtec?
Publisher	N/A
Release date	(tw) 1996
Genre	Platformer
Mode	1 Player

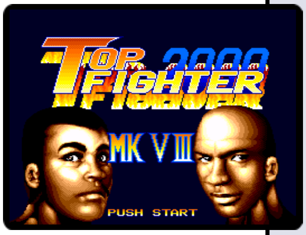
Tiny Toon Adventures 3 is an unlicensed Sega Mega Drive platform game, first released in 1996. Despite its name it has no relation to the cartoon show, instead following "Clever Rabbit" on his quest to save his animal friends from "The Prince of Darkness".

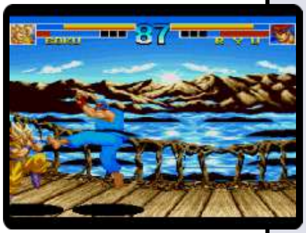

TINY TOON 3
Adventures

TINY TOON 3
Adventures
PRESS START BUTTON



Top Fighter 2000 MK VIII



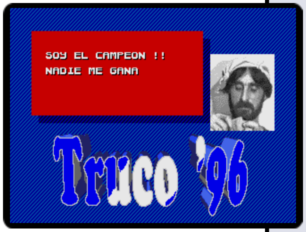


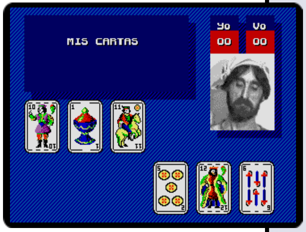
Developer	X BOY
Publisher	X BOY
Release date	(tw) 2000
Genre	Fighting
Mode	1-2 Players

Top Fighter 2000 MK VIII is an unlicensed Sega Mega Drive fighting game. It features eight characters borrowed from fighting games and popular culture. Characters include; Joden (Michael Jordan), Gees (Geese Howard, the antagonist of Fatal Fury), Ryu (Street Fighter), Goku (Dragon Ball Z), Kyo (The King of Fighters), Cycl (Cyclops, the version first seen in X-Men: Children of the Atom), Ali (Muhammed Ali), and Ryo (Art of Fighting).

TOP 2000 FIGHTER
MK VIII
BOY
ZR009

Truco ‘96





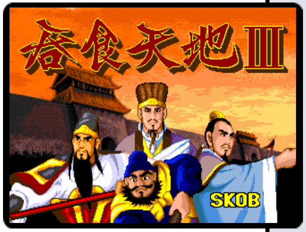
Developer	Miky
Publisher	Miky
Release date	(ar) 1995
Genre	Cards
Mode	1 Player

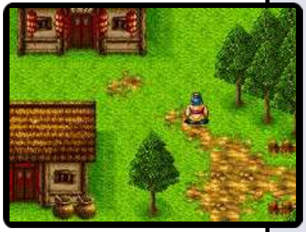
Truco ‘96 is a virtually unknown Sega Mega Drive unlicensed tabletop card game originating from an electronics company Miky situated in Argentina. The game itself came out sometime between 1995 and 1996; the company’s website merely says “copyright 1995.” While the game and graphics appear to be entirely original, music is stolen from Battle Mania Daiginjou.

The game is an implementation of the South American card game Truco.

N/P

Tun Shi Tian Di III





Developer	Never Ending Soft Team
Publisher	SKOB
Release date	(tw) 1997
Genre	Role-playing
Mode	1 Player

Tun Shi Tian Di III, also known as Conquering the World III or Destiny of an Emperor III, is a RPG released by SKOB during the 1990s. Two versions of the game exist, the former with traditional Chinese text for sale in Taiwan, and the latter in simplified Chinese for sale in mainland China. Despite its name, Tun Shi Tian Di I and Tun Shi Tian Di II are not thought to have existed.

N/P

Rarity US: 4

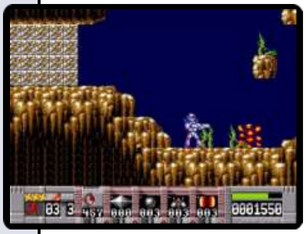
Turrican

Developer	Rainbow Arts, Code Monkeys Ltd.
Publisher	Accolade
Release date	(us) July, 1991 (eu) September, 1991
Genre	Run ‘n` gun
Mode	1 Player

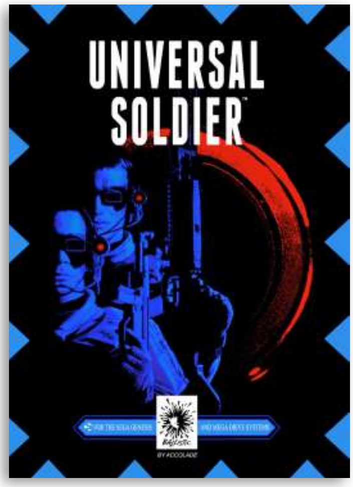
Turrican can be described as a cross between Metroid and Psycho-Nics Oscar. While the huge levels and the morph-ball function were inspired by Metroid, the overall graphics design and weapons were inspired by Psycho-Nics Oscar. Unlike many other action games of its time, Turrican did not force the player to complete a linear level. Instead, the player can explore each level and uncover secrets.

5.9

Turrican
TM
COPYRIGHT © ACCOLADE, INC. 1991



N P


UNIVERSAL SOLDIER

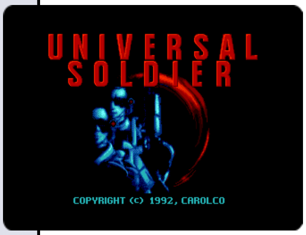
Rarity US: 2

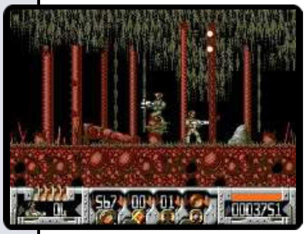
Universal Soldier

Developer	Rainbow Arts, Code Monkeys Ltd.
Publisher	Ballistic
Release date	(us) 1992 (eu) 1992
Genre	Run ‘n` gun
Mode	1 Player

Universal Soldier is an action game released for the Sega Mega Drive in 1992. It is an interesting creation, as it is essentially a reworking of Factor 5’s Turrican II with branding from the 1992 Universal Soldier film. New additions compared to the original also include a password system and selectable difficulty. A couple of bosses were edited to resemble Dolph Lundgren.

5.4


UNIVERSAL SOLDIER
COPYRIGHT (C) 1992, CAROLCO



N P

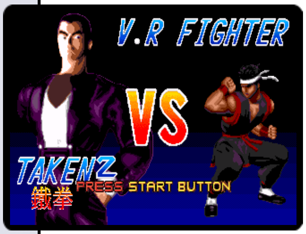
Virtua Fighter 2
VS
鉄拳
TEKKEN 2

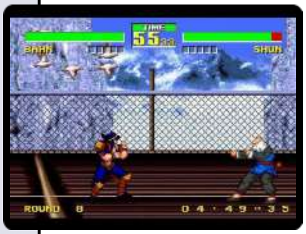
Virtua Fighter 2 vs. Tekken 2

Developer	N/A
Publisher	N/A
Release date	N/A
Genre	Fighting
Mode	1-2 Players

Virtua Fighter 2 vs. Tekken 2 is an unlicensed Sega Mega Drive fighting game. The name has been taken from box and cartridge designs - in game it refers to itself as V.R Fighter VS Taken2.

As the name suggests, it is a crossover between characters from Sega AM2’s Virtua Fighter 2 and Namco’s Tekken 2, though for unknown reasons Bahn and Honey from Fighting Vipers are also playable.


V.R FIGHTER
VS
TAKEN2
鐵拳
PRESS START BUTTON


BAHN
SHUN
55
ROUND

6.3

小魔女
MAGIC GIRL
PRESS START

STAGE
SCORE
LIFE

Xiao Monv: Magic Girl

Developer	Gamtec
Publisher	Gamtec, (w) Super Fighter Team
Release date	(w) December, 24 2015
Genre	Shooter
Mode	1 Player

Xiao Monv: Magic Girl is an unlicensed shoot-'em-up developed by Gamtec in 1993 (according to the game credits). Super Fighter Team acquired full copyright to this game and released it worldwide in 2015.

The game is set in outer space which consists of 5 different stages, each with its own unique locations, enemies and boss monsters. The player can collect bonuses such as weapon powerups and energy restoration.

GEN / MD
magic girl
SOS!

4.2

亞瑟傳說
開始遊戲
繼續遊戲
©1995 創川普科技

Ya Se Chuan Shuo

Developer	Chuanpu
Publisher	Ming Super Chip, or Super Chip Electronic
Release date	(tw) 1995
Genre	Role-playing
Mode	1 Player

Ya Se Chuan Shuo, also known as Di Guo Wang Zhao, is a 1995 RPG for the Sega Mega Drive by unlicensed Taiwanese developer Chuanpu. Publisher Ming Super Chip released two versions: the "Imperial Dynasty" version, showing a subtitle in Chinese; and the "The Story of Arthur" version, showing that text in English. At present, the only known difference is the text on the title screen. A strategy guide was also released.

帝國王朝
(亞瑟傳說篇)
MEGA DRIVE CARTRIDGE 專用

一門英烈
楊家將
PUSH START BUTTON

Yi Men Ying Lie:
Yang Jia Jiang

Developer	N/A
Publisher	N/A
Release date	(tw) N/A
Genre	Beat 'em-up
Mode	1 Player

Yi Men Ying Lie: Yang Jia Jiang, also known as Yang Warrior Family, is an unlicensed beat-'em-up for the Sega Mega Drive released in some unknown year and developed by some unknown developer.

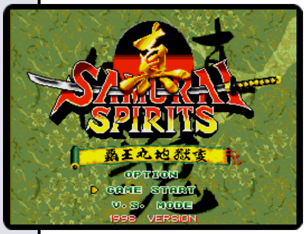
The game is a typical beat-'em-up. There are four characters to play as; each with their own special moves.

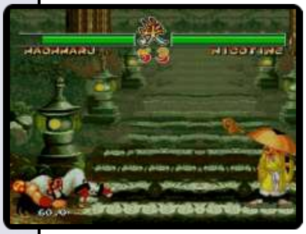
Zhen Samurai Spirits: Ba Wang Wan Di Yu Bian

N/P

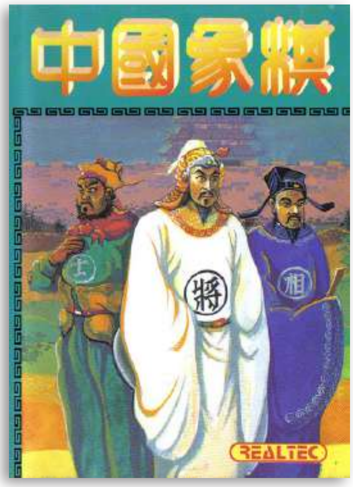
Developer	N/A
Publisher	N/A
Release date	(tw) 1998
Genre	Fighting
Mode	1-2 Players

Zhen Samurai Spirits: Ba Wang Wan Di Yu Bian, also known as Zhen Shi Hun or Samurai Spirits II, is loosely based on Samurai Spirits II (unreleased on Sega systems) and features seven playable characters from that game: Haohmaru, Nicotine, Genjuro, Hanzo, Ukyo, Jubei, and Cham Cham. An eighth playable character, Hei, is based on Heishiro Mitsurugi from the unrelated Soul series.


SAMURAI SPIRITS
OPTION
GAME START
V.S. MODE
1998 VERSION

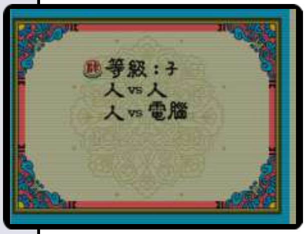


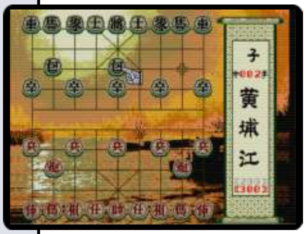
Zhong Guo Xiang Qi


中國象棋
REALTEC

Developer	Dragons Team
Publisher	Realtec
Release date	(tw) 1992
Genre	Board game
Mode	1-2 Players

Zhong Guó Xiàng Qí is an unlicensed Sega Mega Drive game released in Taiwan. It is essentially a video game interpretation of Chinese Chess. No ROM has been dumped thus far.


等級：子
人 vs 人
人 vs 電腦

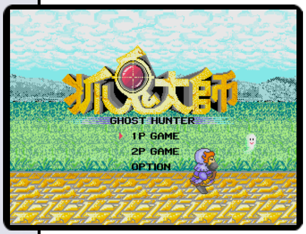


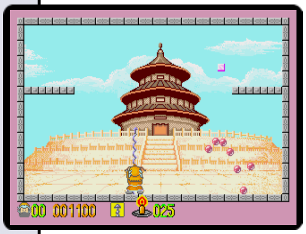
Zhuo Guǐ Dà Shi: Ghost Hunter

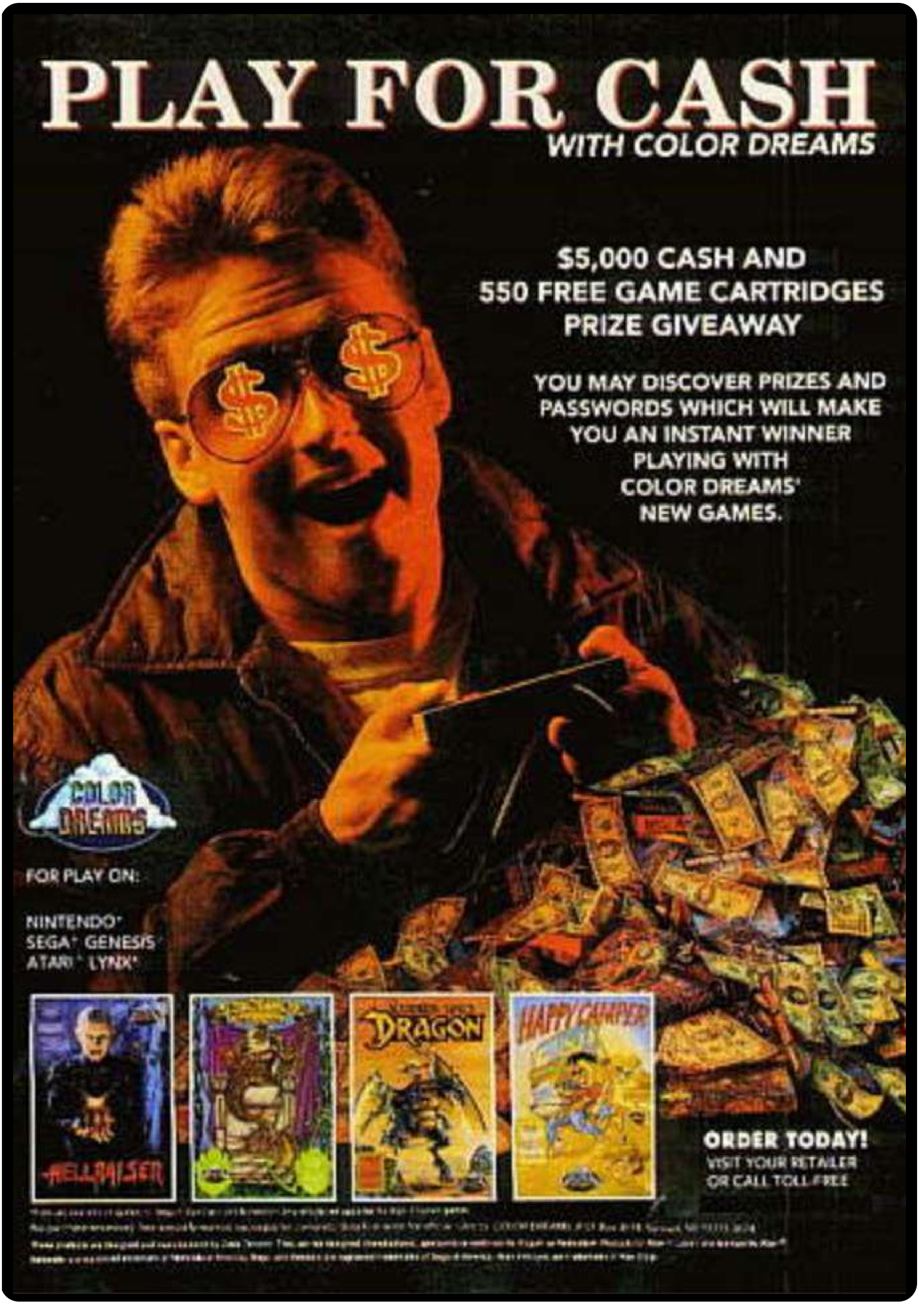
抓鬼大师
中文版
16 BIT GAME CARTRIDGE

Developer	Senchi Technology, Jumbo
Publisher	Senchi Technology
Release date	(tw) 1994
Genre	Action
Mode	1-2 Players

Zhuo Gui Da Shi: Ghost Hunter is an unlicensed clone of Capcom's Buster Brothers/Pang for the Sega Mega Drive by the Taiwanese companies Jumbo and Senchi Technology released in 1994. In the game, you move around the bottom of the screen, shooting lasers of variable length to kill enemies without getting hit.


GHOST HUNTER
1P GAME
2P GAME
OPTION


00 001100
025



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Console Variations

More than a dozen licensed variations of the Sega Genesis/Mega Drive have been released. In addition to models made by Sega, several alternate models were made by other companies, such as Majesco, AtGames, JVC, Pioneer Corporation, Amstrad, and Aiwa. A number of bootleg clones were also created during its lifespan.

Listed here are some of the more known, or weird, variations of the Genesis. For more on variation, please visit segaretro.org.

Mega Drive 2

1993 saw this cost-reduced redesign (known as the Mega Drive II in Europe, and not explicitly referred to as anything other than "Genesis" in North America), at 22 cm×21.2 cm×5.9 cm, being introduced internationally. One of the major revisions from the original model was the removal of the headphones jack in favor of stereo output through a redesigned 9-pin A/V port. American and European models used a momentary switch for power while non-western models used a left-right switch. Furthermore, the audio mixing circuitry was modified, resulting in noticeably different quality audio output.

A common myth is that the Mega Drive 2 lacks a Z80 (a 8-bit microprocessor) — the truth is that it lacks a Zilog Z80. During the Mega Drive's lifetime, Sega received various off-the-shelf chips from different manufacturers, and sometimes would rebrand chips as their own or make them themselves, which is what happened here (and which is why each Mega Drive has a different manufacturer for its 68000). If the Z80 was missing, most games would have no sound (or not all sound). In later revisions, the Z80 was integrated into a custom ASIC which also incorporated the major chips of the system.

"segaretro.org"

Sega Nomad

Manufacturer Sega

The Sega Nomad, codenamed Venus, is a handheld video game console manufactured by Sega. It is a portable Genesis, and Sega's second handheld system after the Sega Game Gear. The Nomad shares a similar concept with the semi-portable Sega Mega Jet, and only saw release in North America.

The Sega Nomad was designed by Sega of America, likely as another attempt to extend the shelf life of the already successful Sega Genesis. At the time of release, home consumers were geared up for a new generation of video game consoles, namely the Sega Saturn and Sony PlayStation, but with an established game library of over 600 titles at this point and vastly improved hardware over the competition (mainly Nintendo's Game Boy), it was presumed that there was still a place for the Nomad, particularly when Game Gear sales were on the decline.

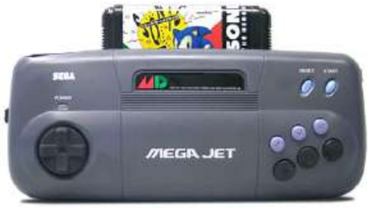
It is rumoured that at one stage, the Nomad (or Project Venus as it was still known as) was due to be a true successor to the Game Gear sporting a touch-screen interface, some years before the concept was pioneered with the ill-fated Game.com by Tiger Electronics. However, at the time, it was thought that a system utilising this technology would cost roughly $289 to manufacture, and so the idea was scrapped for a handheld Genesis instead. Even in this form the Venus project was held back for several months due to its perceived high cost.

The Nomad debuted on North American store shelves in October 1995 for an asking price of US$179. It was a slow rollout at first, distributed in limited quantities until a wider release in early 1996. Though the handheld received praise from critics, sales were sluggish, even after a US$100 price drop in the months which followed. It was discontinued shortly after. The Nomad never made it to other regions of the world, however it appears at one stage plans were made to bring it to Europe. It is estimated that in total, roughly one million Nomad units were sold.

"segaretro.org"

Sega Mega Jet

Manufacturer Sega



The Sega Mega Jet was a handheld game console that was a portable version of the Sega Mega Drive that was rented for use aboard Japan Air Lines flights and later made available at retail in 1994. It was only released in Japan.

At the time of its release, many planes in the Japan Air Lines (JAL) fleet had small LCD televisions installed into the armrests of each seat to entertain passengers; the Mega Jet was designed to help pass the time during long air flights. Users were able to bring their own Mega Drive cartridges, however it is reported that JAL stocked a limited selection of four titles on each flight. Two of the titles known to have been in JAL's rotation include Ayrton Senna's Super Monaco GP II and the original Sonic the Hedgehog.

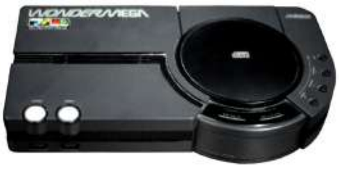
The Mega Jet is a semi-portable system, meaning that the system and controller are integrated in a single unit, but it requires an external power supply and does not have its own screen.

The development of this console would later result in the Sega Nomad, which was a portable Sega Genesis (North American equivalent of the Mega Drive) with a backlit screen, available after in October 1995. The Nomad was only released in North America.

"segaretro.org"

Wondermega

Manufacturer Sega, JVC/Victor



The Wondermega is a combined Sega Mega Drive and Mega CD which was made by JVC/Victor and was initially released in 1992. It features a DSP for audio enhancement, a MIDI output jack, two microphone inputs and S-video output. In 1993, a redesigned model known as the Wondermega M2 was released, which dropped several features (including the MIDI output, DSP and motorized disc door) but added wireless controllers. Victor released the system in the US as the X'Eye, but not in the same way as they did in Japan. The system never made it to Europe, although several magazines back then had predicted an official European release.

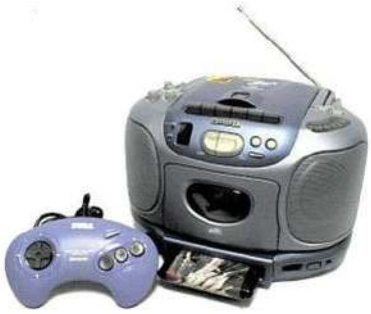
Like the Mega CD, the Wondermega and X'Eye are compatible with CD+G (CD and Graphics) discs. The original Wondermega also supported the "Wonder CD" peripheral, which included a full complement of MIDI jacks (in, out and thru) as well as a music keyboard called the "Piano Player".

The Wondermega does not work with the 32x add-on as it lacks the Genesis / Megadrive 2 video din connector. The first batch of x'eye consoles work with the 32x add-on although it blocks the door from opening completely. A second batch of x'eye consoles dropped the Genesis 2 din connector and therefore can't use the 32x add-on. RGB/SCART works with the x'eye if it has the Genesis 2 video din connector.

"segaretro.org"

CSD-G1M

Manufacturer Aiwa



The Aiwa Mega CD, also known as the Aiwa CSD-G1M, is an Aiwa CD player which can also play Sega Mega Drive and Mega CD games.

The unit is made up of two components - an Aiwa bookshelf-size CD radio and a dock which added the Mega Drive connections (apart from sound, which the main radio unit handled.) Oddly, Aiwa chose not to place the interface between the two on the sides that would connect, but instead opted to use a connection cable on the back. This variant of the Mega Drive is one of the rarest made, and only saw limited release in Japan in 1994.

Sega Multi-Mega

Manufacturer Sega

The Sega Multi-Mega is a special piece of hardware developed by Sega and released in the early-1990s. It is a Sega Mega Drive, Sega Mega-CD and personal CD player combined into one unit. The unit was released in North America as the Sega Genesis CDX as the "Mega Drive" naming scheme was not in use in that region, and in Brazil it was called the Multi Mega CDX.

As with any home Mega Drive, the unit needs to be plugged into a television in order for Mega Drive and Mega CD games to be played. It must also be connected to a power supply to be used in this way, however, as a CD player it can also be run on battery power, as the unit was also designed to be portable. Due to the Mega Drive additions, the unit is larger and heavier than most other portable CD players on the market at the time.

The unit features the last version of the Mega CD Bios, v.2.21. Like the Mega CD and the Sega Saturn, it is compatible with CD+G discs.

New to the Multi-Mega are CD controls seen on the top of the unit. From left to right these functions include; the open button for the CD lid, seek buttons for the CD player, a small LCD screen in the middle displaying the current track number (including which audio track it's currently playing in-game) (or ACCESS when loading a game), play/pause button, a stop button, and a small blue reset button.

In all cases the Multi-Mega was packaged with a 6-button control pad, a power adaptor, a Red-White-Yellow style A/V cable (probably an RF cable in Europe). North American bundles included Sega Classics Arcade Collection (which contains Streets of Rage, Columns, Super Monaco GP, The Revenge of Shinobi and Golden Axe), Sonic CD and Ecco the Dolphin with the console. In Brazil it was bundled with Night Trap.

The unit did not reach Japan as the Multi-Mega, but instead the design was licensed to Linguaphone, who re-branded the unit as the Linguaphone Education Gear. Very little is known about this version of the unit, though it can be assumed it was intended for education purposes.

Production of the Multi-Mega ceased when the Sega 32X hit the market, with Sega announcing that the Multi-Mega was a novelty item rather than a console designed for the mainstream audience. Multi-Megas were not designed to be used with the Sega 32X, but are fully compatible. They are also compatible with the Power Base Converter for Master System titles, and even the original design for the Model 1 will work as the end section hangs far away from the back of the system.

"segaretro.org"

LaserActive

Manufacturer Pioneer

The LaserActive (or CLD-A100) is a specialist LaserDisc player designed and manufactured by Pioneer. It was released in Japan and North America 1993.

The LaserActive is notable as unlike other LaserDisc players, it can be extended to via additional plug-ins known as "PACs". One such PAC allows the LaserActive to play Sega Mega Drive and Sega Mega-CD games, as well as a brand new software format titled "Mega LD" which makes full use of the LaserDisc technology of the system. Other modules were created to support NEC's TurboGrafx-16/PC Engine console in a similar manner, 3D glasses and karaoke discs.

Only a few dozen games were made to take use of both the Sega-based Mega LD and the NEC-based LD-ROM² formats, making each game relatively rare and sought-after by collectors.

"segaretro.org"

Teradrive

Manufacturer IBM, Sega

The Teradrive is a hybrid between a Sega Mega Drive and a full-featured IBM 286 computer, released to the Japanese market in early 1991. The system is fully integrated, with both the Mega Drive and PC components existing together on one motherboard. This sets the Teradrive apart from the only other known PC/Mega Drive hybrid system, the 386 Amstrad Mega PC, which added Mega Drive functionality via an ISA expansion card.

Unlike the Mega PC, the Teradrive also allows some degree of interaction between the PC hardware and the Mega Drive hardware. The only known software to make use of this is a game called “Puzzle Construction”, which was included with the Teradrive. This program features an editor which allowed a user to design and run puzzles from the PC. The game appears to make use of the Mega Drive components for sound, and may also make use of the VDP, but more likely it uses x86 code. Exactly how the x86 code communicates with the Mega Drive hardware, and the limits of what is possible through this interface, are currently unknown.

It is rumoured that the Teradrive shipped with a software development kit (SDK) for developing Mega Drive games, although this claim is currently unsupported. No known development software for the Teradrive exists. This rumour may have originated from misunderstanding or exaggeration of the features provided by the bundled “Puzzle Construction” software.

The Teradrive includes an expansion connector on the top of the unit, which provides the same functionality as the one on the Mega Drive. Although no Mega CD unit was ever released for the Teradrive, at least two prototype units were developed. Sega of Japan reportedly planned to release the Mega CD expansion for the Teradrive based on the top-loading design of the Mega CD II, but poor sales of the Teradrive caused the development to be cancelled before designs left the prototype stage, and Sega instead focused on the development of the Sega Saturn.

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Amstrad Mega PC

Manufacturer Amstrad

The Amstrad Mega PC is a special Amstrad computer with the added features of a Sega Mega Drive. It was initially released in 1993 in PAL regions for the expensive price of £999.99 (later £599.99). It is unrelated to the Sega Teradrive, though the two machines share similar specifications as the computer portion is also powered by an Intel 80386sx processor.

The Mega PC can also play any Japanese and/or US-localized game as well as unlicensed games. Althrough the video always originates from the 15-pin VGA connector, the video timings differ between Mega Drive mode and PC mode. The original monitor as a Multisync VGA monitor, which accepted 15Khz video from the Mega Drive portion and the 31Khz signal from the onboard VGA.

2 ISA connectors from the ISA riser-card are 16 bit, although one is reserved for the Mega Drive itself. The Mega Drive connection to the ISA bus is 8Bit though. The only connection between the Mega Drive and the PC itself is the Yamaha FM sound chip that can be used as an Adlib-compatible soundcard, including the 15-pin connector for a traditional analogue joystick or MIDI interface. Whether or not the Mega Drive can make use of this connector is unknown. One can change the IRQ of the card between IRQ2/3/5, though an Adlib card normally doesn’t make use of it. Original Adlib cards and clones always use a fixed IRQ and port address.

Though a rare collector’s item now, at the time of release the machine was unsuccessful due to its high retail price (made worse by the fact in 1993 a 386 processor was considered outdated).

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Genesis 3

Manufacturer Majesco

The Genesis 3 console is a bargain-basement model of the Sega Mega Drive that was sold under license by Majesco in 1998. It is often derisively called "the hockey puck" due to its rather squat appearance and limited capabilities (as compared to earlier models). No official variants of the Genesis 3 were released outside of North America, as Majesco did not have the rights to sell Sega consoles outside that region. It originally retailed at $49.95, though the price quickly dropped to as low as $19.99.

The Genesis 3 lacks the expansion port of its predecessors; hence, the Sega Mega-CD is incompatible with it. The vast majority of Mega Drive games work with the Genesis 3. The few things that do not work involve hardware attachments like the Sega 32X and the Master System Converter and specific games that use external processors such as Virtua Racing. However, it has been shown that with minimal modification, a Genesis 3 can use the 32X, Virtua Racing, and the Master System Converter.

The redesigned console is extremely light in comparison to its earlier counterparts. With two gamepads plugged in the console will be outweighed so greater care must be taken when used.

A bug in the console's I/O controller that prevented the "TAS" instruction from working correctly was fixed in the Genesis 3. However, some games that incorrectly used this instruction, such as Gargoyles, will no longer run correctly, since they expected the instruction to do nothing. The cartridge slot on the Genesis 3 is a slightly different shape than that of previous versions, which allows Japanese Mega Drive games to be played on the system, assuming that the games did not check the system's region code itself.

The console also shipped with six button controllers, the only official North American release to do so. Two official bundles of the system are known to exist - one which has one control pad, and another with two.

Mega Drive 4

Manufacturer Tectoy

The Mega Drive 4 (also branded as the Mega Drive 4 Guitar Idol) is a Mega Drive "console on a chip" which was released by Brazilian company Tectoy in October 2009 as a follow-up to the Mega Drive 3. The first version had 87 built-in games, some of which are not Mega Drive titles specifically, and does not have a cartridge slot for playing other games. It also comes with two control pads which attach to the console via two DE-9 ports, as they would in a traditional Mega Drive, plus a guitar accessory for playing the Guitar Idol game, which is overtly based upon the Guitar Hero games.

There was a second version released in 2010, that had 100 games instead of 87, had a SD Card slot added, was able to play MP3 and got the colorful control pads replaced by simpler ones. The SD Card slot seems to be only used to play MP3 unfortunately.

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Mega Drive 4

Manufacturer Simba's Video Games

Another console named Sega Mega Drive 4, is the Mega Drive clone by Simba. Despite clearly saying "SEGA" on the underside of the console, the machine is, in fact, not endorsed by Sega in the slightest. It is also strikingly similar to a PAL Sega Mega Drive II, aside from the red dust cover shared by the Japanese version The console came with two six button controllers, which too can be identified as fakes due to the "16 BIT" lettering on the front.

Arcade Classic

Manufacturer AtGames

The Arcade Classic is a Sega Mega Drive console on a chip manufactured by AtGames. Though not the first console by AtGames to hit the market, the Arcade Classic is perhaps the most "famous" to date, due to its ability to play Sega Mega Drive cartridges through a built-in cartridge slot.

Shipping with the console, as is common with AtGames products, is the Firecore operating system with a number of built-in Mega Drive games. The precise list of games varies between products and distributors - across the world 5, 15, 18, 20, 60 and 80 game variants of the Arcade Classic have been spotted, however the number is often expanded by the inclusion of original, non-Mega Drive games, believed to have originated from AtGames themselves at some point during the 2000s.

As the system is reliant on emulation, the system is region free, however some games exhibit graphical issues and may not boot at all. Poor audio emulation leads to significant sound problems in many games - a common issue in many consoles of this nature. A lack of expansion ports mean the system is incompatible with add-ons such as the Sega Mega-CD and Sega 32X.

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Simba's 268

Manufacturer Simba's Video Games

The Simba's 268 is a Sega Mega Drive clone console manufactured by Simba. This particular model is heavily inspired by the slim version of the Sony PlayStation. and is a "successor" of sorts to the Simba's 168.

Though it is the only Sega clone console that Simba have made that doesn't include the term "Mega Drive", it is still a Mega Drive clone, and shares similar six button controllers to the Mega Drive Extreme and Mega Drive V.

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Sega Zone

The Sega Zone (or Zone Sega as the box calls it) is a plug-in-and-play video game console first released in 2010. The console is built suspiciously like the Wii, having wireless controllers that look similar to television remotes and that respond to movement. It retails at £50 in the UK.

The Sega Zone is built off a similar console called the "Zone 40" (with 40 games) which in turn was built off the "Zone Wireless Gaming Console" (with 7 games). With the Sega Zone there are 50 built in games, 20 of which are Sega Mega Drive titles, 14 are "arcade games" and 16 are "Interactive Sports games" which make use of the motion control technology.

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ZONE40
ZONE40

Hamy SD

Manufacturer Hamy

The Hamy SD is an unlicensed Sega Mega Drive clone console sold in Russia. It is effectively a Genesis 3 with an accompanying SD card slot, meaning both traditional Mega Drive cartridges and downloaded ROMs can be played on the system. The Hamy SD comes in three flavours - black, red and blue. There is also support for wireless controllers.

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HeartBeat Personal Trainer

The Heartbeat Personal Trainer is an extremely rare variation of the Sega Mega Drive, released solely in North America. It was released in 1993 for a retail price of $299 USD, with an "updated" version supposedly due for release in 1994. Being one of the rarest pieces of Mega Drive hardware (it is estimated that only 1000 units were manufactured), information on the console is scarce. The system was bundled with Outback Joey, an equally rare Mega Drive game.

The Heartbeat Personal Trainer is able to run any North American Sega Genesis game, but came bundled with exercise software and motion sensors which are only compatible with this unit. A sensor can be connected to the unit which monitors the user's heartbeat, which in turn controls the speed of an on-screen Kangaroo (Joey), the aim being to keep your heartbeat at a certain rate by exercising. Other sensors can detect movement, and past exercise history can be saved and compared with others'.

Though not a requirement, the unit was designed to be used in conjunction with exercise equipment, e.g. treadmills, exercise bikes, etc.

As well as the included cartridge, the likes of NHLPA Hockey '93, Outlander, PGA Tour Golf and Earthworm Jim were also planned to utilise the features of the console.

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RetroN 3

Manufacturer Hyperkin

The RetroN 3 is a clone console manufactured by Hyperkin, which first appeared on the market in 2009. Taking advantage of expired patents, it combines an NES, an SNES, and a Sega Mega Drive console into a single unit. It followed the RetroN 1 (a NES clone) and the C2 gaming system (a NES/SNES clone). It currently retails for $69.99 in North America, and is available in red and black variations.

Though the system comes bundled with two wireless controllers, it is notable for being the first clone system to allow all three types of console controller (NES, SNES and MD) to be inserted into the unit and used. However, there is a switch to select which console to play, and each type of controller maps to their specific console (so it isn't possible to play NES or SNES games with a Mega Drive controller). The system is also compatible with more games than previous attempts, such as the rival Yobo FC3 Plus.

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Mega 3

Manufacturer Level Up

The Sega Mega 3 is an unlicensed Sega Mega Drive clone console distributed in South America. It looks and feels much like a Genesis 3; however, it does not have the same build quality or the official endorsement of Sega. The package claims the console is officially licensed by Sega, as indicated by the presence of Sega's Seal of Quality.

Even the box contains stolen artwork, and claims the console has been distributed by Majesco. It also contains the CE mark, meaning it has apparently met the standards of the European Union, despite not being sold in Europe. Some units are made by a company called Level Up, related to gaming and widely known in South America.

Some models come with a pirate version of a game, although the box claims cartridges are not included. Additionally, some models, primarily those named FP-16 consoles, also contain several switches that allow the user to set the console's region code.

"segaretro.org"

Arcade Nano Series

Manufacturer Arcade Nano Series

The Arcade Nano Series is a collection of RCA jack "Mega Drive-on-a-chip" units manufactured by AtGames. The console itself is built into a very small joystick that can be carried on a keychain or keyring using the strap attached to it. The entire console is powered by only one AAA battery (sometimes included), and it comes in an assortment of seven different variations, each with its own color scheme and game selection. Each package contains only the console (which doubles as the controller) and a mini-USB mono A/V output cable. Like many other newer clones, they are officially licensed by Sega.

"segaretro.org"

Arcade Ultimate

Manufacturer Sega Toys

The Arcade Legends Street Fighter II': Special Champion Edition, known as the Mega Drive Play TV 3 in Japan, is a Sega Mega Drive "console on a chip" designed and manufactured by Sega Toys. In the West it was distributed by Radica.

The system contains Street Fighter II': Special Champion Edition and the Mega Drive version of Ghouls'n Ghosts built-in. It also comes with two controllers.

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RetroGen

Manufacturer AtGames

The RetroGen is a handheld "console on a chip" distributed by Innex (under the name of retro-bit) under license from AtGames in 2009. It is a Sega Mega Drive portable, similar in design to the Sega Nomad, but with an option to boot licensed ROMs from an SD card.

It has a built-in 2.8 inch LCD screen but can also be connected to a TV set. It is compatible with North American Sega Genesis cartridges an ships with a rechargeable battery pack. The recommended retail price is $49.99.

"segaretro.org"

Arcade Ultimate

Manufacturer AtGames

The Arcade Ultimate is a handheld Sega Mega Drive console on a chip created by AtGames. It can be seen as an enhanced version of the Arcade Portable.

Like its predecessors, the name of this product is disputed and varies considerably between regions and distributors. While AtGames call it the Arcade Ultimate on their website, most packaging designs call the system the Gopher, with Sega Mega Drive Arcade Ultimate Portable, Sega Genesis Ultimate Portable Game Player, Sega Genesis Firecore Portable Player, and Sega Mega Drive Firecore Portable Player also in use. In Brazil the system is known as the MD Play.

There are three versions of the Arcade Ultimate, all with similar aesthetics. Models GP2628 and GP2628-80 are the most common with 20 or 80 built-in games respectively, however a GP2628R variant (frequently referred to as Gopher Wireless) also exists which adds support for AtGames' range of wireless controllers (which are both sold separately and bundled with some other AtGames consoles).

Arcade Ultimates are available worldwide, however are most common in the likes of Asia, specifically Russian and Chinese markets.

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Mega-Tech System

Manufacturer Sega

The Mega-Tech System was an arcade cabinet released by Sega in 1989. It was based on the Sega Mega Drive home console, and was designed similarly to Nintendo's PlayChoice-10: players chose games from a menu of eight titles, with credits buying more play time (usually 1 minute per credit) rather than extra lives or continues; reaching a game over screen does not end the play session, and players can start over or choose a different game as long as there was some play time remaining. The Mega-Tech was not released in North America, though did see use in Asia and the PAL regions.

The unit features eight internal cartridge slots, allowing the arcade operator to change what games were available to play. The hardware was tweaked to disallow cheaper retail Mega Drive games to be played on the system, and likewise, Mega-Tech games will not run properly on a home Mega Drive console (and as the cartridges use the Japanese Mega Drive mould, they will not physically fit into western systems). The cabinet houses two monitors; the game itself runs on the bottom screen while the top screen displays information including gameplay time remaining (which flashes green when time runs short), the list of games available, gameplay instructions, and a short synopsis of each game.

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Mega-Tech System

Manufacturer Sega

The Mega Play is the name of a JAMMA-based arcade board with the ability to run Sega Mega Drive games. It was the second attempt by Sega to bring the home console to the arcades, following the Mega-Tech arcade system. Like Mega-Tech hardware, Mega Play hardware saw a release throughout Asia and the PAL regions, but was not released in North America.

On first glance, a Mega Play machine is very similar to a Mega-Tech one, but there are a number of key differences. Both allow the user to select from a number of built-in games via a menu, however whereas Mega-Tech can hold up to eight cartridges, Mega Play hardware can only store four. Mega-Tech and Mega Play cartridges are not interchangeable, and both systems contain modifications to stop arcade owners from purchasing and running cheaper retail Mega Drive cartridges instead. Also unlike Mega-Tech hardware, no Sega Master System games were released for Mega Play hardware.

Though there were fewer games released for Mega Play hardware than Mega-Tech hardware, each game was modified for use in the arcades. With Mega-Tech, the user inserts coins for time, and can die as often as he or she wants without repercussions. Mega Play differs in that a user pays for lives and is generally not hindered by time, similar to other arcade systems. All Mega Play games were modified to limit the number of extra chances (for example, Sonic the Hedgehog replaces all the extra life monitors).

The Mega Play system was seen as an upgrade to Mega-Tech, and could be housed within a Mega-Tech cabinet. Like Mega-Tech it was designed with two monitors in mind, one for game selection (top) and one for the game itself (bottom), however once a game is selected the top screen will display the contents of the bottom screen, allowing passers by to see the game in action and hopefully persuade them to have a go.

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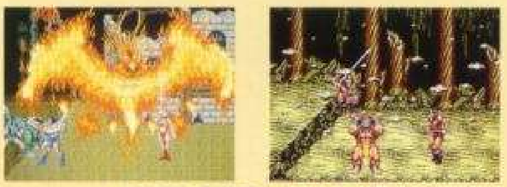
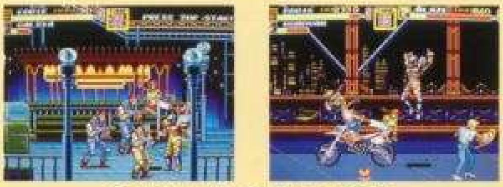


GOLDEN AXE II

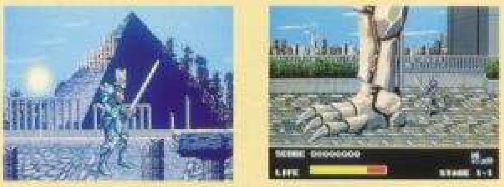
SHINOBI III



STREET OF RAGE

GUNSTAR HEROES

BIO-HAZARD BATTLE



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Controllers

These pages consist of different SMD controllers, ranging from the basic controller to the more weird controllers. These controllers listed on these pages are just a fraction of all the different controllers released for the system. Most of the information on these pages are form segaretro.org.

Third-party controllers offer players added features like autofire capabilities, while specialized controllers provide enhanced gameplay experiences for certain game genres. The controllers featured here goes from more or less regular controllers, joysticks, arcade-sticks, weird or immersive controllers, and light-guns. In that order.

Control Pad

Manufacturer	Sega
Release date	1988

The Sega Mega Drive Control Pad is the official controller of the Genesis. Three button controllers are known officially as Control Pads in both North America and Europe, and SJ-3500s in Japan. There are many "updates" and alternatives to this controller, the most notable being the Six Button Control Pad.

Mega Drive control pads are the logical progression from Master System control pads, replacing 1 and 2 with A and B respectively, while adding an extra two face buttons, C and Start to bring the total number of buttons to four. Also featured is a circular D-Pad, designed to allow for movements in eight directions. Unlike Nintendo's systems, the buttons (or "triggers" as they were initially called) are arranged in alphabetical order from left to right, a practise which would continue not only with future Sega consoles, but would inspire the controllers of the Neo Geo, 3DO and Xbox lines.

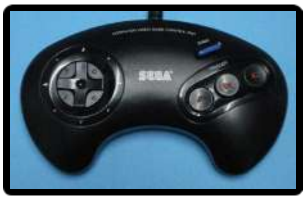
Mega Drive controllers are notable for being one of the first control pads to be ergonomically designed for the user's hands. Though improvements were made in the coming years, previous systems had cornered edges with their controllers, meaning they were often uncomfortable to hold after several hours of play. The Mega Drive controller is rounded, and has its buttons placed in easier to reach positions.

Control pads remained mostly the same across regions, but the colouring can determine the region and revision of the accessory. A minor addition added in the early 90s is a little plastic lump on the B button, presumably to help users recognise where their right hand thumb was.

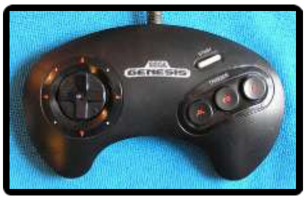
Early versions of this controller used the same internals as the original design, but later models have an improved D-Pad mechanism, employing a metal ball-bearing for the pad to rock on. This prevents wear which plagues the original design, which uses a plastic nub for the rocking motion and will eventually wear down with frequent use.

Info on this page is from segaretro.org

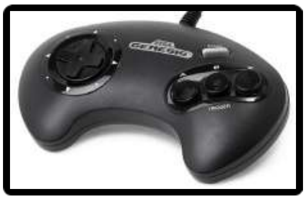
SJ-3500 (Japan; 1988)



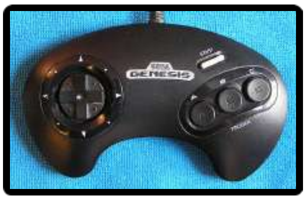
MK-1650 (US; 1989)



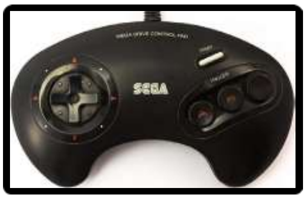
MK-1650 (US; 199x)



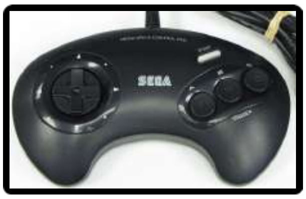
MK-1650 (US; 199x)



(Europe; 1990)



(Europe; 1991)



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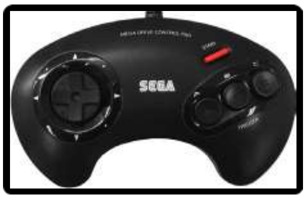
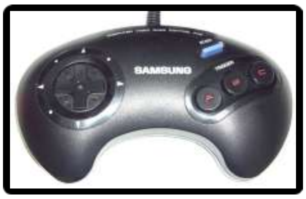


(South Korea; 199x)



Six Button Control Pad

Manufacturer Sega
Release date January, 1993

The Six Button Control Pad became the de facto controller for the Sega Mega Drive, replacing the standard Control Pad internationally around 1993/1994. It is officially known as the 6 Button Arcade Pad in North America and the Fighting Pad 6B in Japan.

There are two main types of Six Button Control Pad, a smaller model originally intended for Japan, and a larger one intended for the west. The differences in size are due to a perception that the Japanese and people living in similar Asian countries have genetically smaller hands - it is an idea that passed through to the Sega Saturn and even to the Xbox before the realisation it might have been easier to produce one single pad for all regions. Indeed the larger variant was phased out by the end of the decade to cut costs and the Japanese variant would replace it worldwide.

The Six Button Control Pad is functionally identical to the previous pad but features three extra face buttons (or "triggers"); X, Y and Z, placed above A, B and C. The Start button was moved to the centre of the pad, similar to Nintendo's set of controllers.

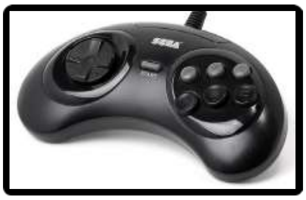
In most regions the Six Button Control Pad was released with Street Fighter II': Special Champion Edition which made use of the six-button layout. Though the game had been released on the Super NES, it had to assign moves to the L and R buttons - the Mega Drive version is therefore more analogous to the original arcade version (and also means a separate arcade stick does not necessarily need to be purchased).

Some games do not function with the six button controller. To fix this situation, Sega added a Mode button on the top right of the controller. If held while the system is booting, the controller will revert back to a three button pad. Many six button games make use of the Mode button within play, bringing the total number of buttons to eight (plus a D-Pad). The Super NES also has eight buttons, meaning porting games between the two consoles was made much easier.

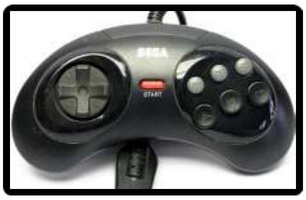
There are some minor aesthetic differences between models. Japanese control pads have blue Start buttons, PAL models have red ones, and North America has grey ones.

The six button control pad would be used as a basis for the Sega Saturn Control Pad, though the MODE button would be scrapped in favour of an extra two shoulder buttons, L and R.

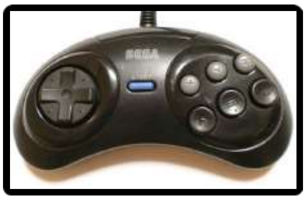
US model



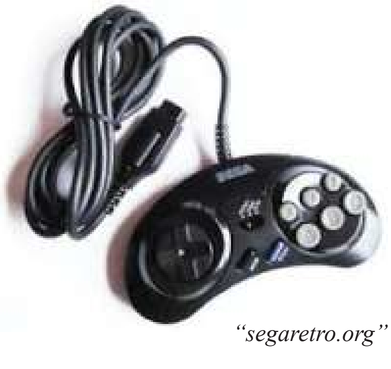
EU model



JP model



MK-1470



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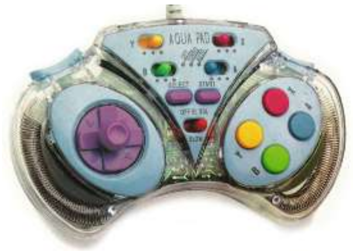
The 6 Button Arcade Pad MK-1470 is a six button controller for the Sega Mega Drive released towards the end of the console's lifespan in North America. It is a successor to the MK-1653, which is awkwardly also known as the "6 Button Arcade Pad" in North America. The MK-1470 primarily differs from the MK-1653 by adding a turbo switch and by being smaller in design.

Not only was the "6 Button Arcade Pad" name used twice, but the model number was also used with a a different, cheaper control pad. The two MK-1470s are functionally identical but feature different aesthetics.

Aqua Pad

Manufacturer Dynacom



The Aqua Pad is a third-party six button control pad, common in regions such as South America. At least two types of Aqua Pad exist, one which is only compatible with the Super Nintendo, and a later model (with slightly different labeling) which is also compatible with the Mega Drive. Both share the same layout, complete with colour scheme and turbo switches.

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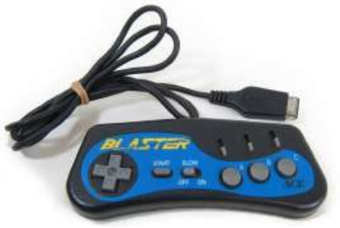
Blaster



Manufacturer (jp) Ace, (us) Inpax

The Blaster is a third-party controller for the Sega Mega Drive, released by Ace in Japan. It is a simple three button controller with turbo features and came in two forms, a black model and a white model. Inpax brought the controller to North America as the Blaster G, this time styled in red. At present, it is unknown if there are any differences between the Blaster and Blaster G.

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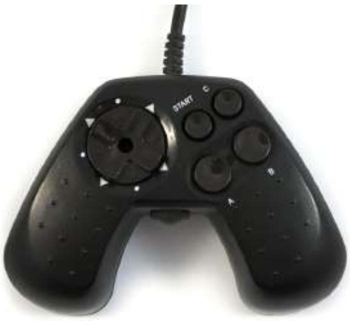
BolliStick

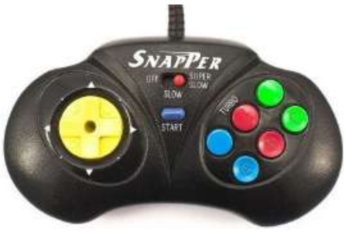
Manufacturer Cheetah



The BolliStick is a small controller with four buttons and unusually, a D-Pad tilted at an angle. The Mega Drive version makes use of all four buttons for A, B, C and Start, while the Master System version devotes the bottom two buttons for 1 and 2 (labeled A and B), and the top two buttons for turbo controls. BolliSticks were released for other consoles too, such as the NES, but aside from some plug and labelling changes, the controller is mostly identical across all platforms.

"segaretro.org"

Snapper



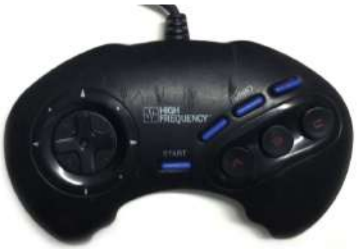
Manufacturer Beeshu

The Snapper is a third-party three button control pad for the Sega Mega Drive released by Beeshu. An identical pad (aside from a different colour scheme/labeling) exists as the Owl Pad by Marpes, and similar to that, a controller named Game Pad 3 by Performance.

"segaretro.org"

High Frequency Control Pad

Manufacturer Mad Catz



The High Frequency Control Pad is a third-party controller for the Sega Mega Drive developed by Mad Catz. Little is known about this particular model, and all sightings have used Mad Catz's High Frequency branding intended for North American branches of Toys R Us. It may have been an exclusive to that store, possibly the oldest Mad Catz product for the system. The controller is almost identical to a normal Mega Drive control pad, but with three blue turbo buttons.

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Invader 3

Manufacturer QuickShot

The Invader 3 by QuickShot is a third-party controller for the Sega Mega Drive, sporting three buttons with turbo features. The Invader 3 is one of QuickShot's earliest controllers for the Mega Drive system, being replaced by the Starfighter 3+3 some months later. As with other QuickShot controllers, there are other "Invader" controllers - the Invader 2 for example is for the NES, sharing a similar plastic shell but with differing amounts of buttons (and plug).

The Invader 3 design was licensed by several peripheral companies, including Intertronic and TecnoPlus making it difficult to document. It is assumed that given their history and the existence of other variants, QuickShot designed this controller, but this has yet to be fully confirmed. Furthermore it is unknown which regions the Invader 3 was officially sold in.

"segaretro.org"

Konix Power Pad

Manufacturer Konix, Chips do Brasil

The Konix Power Pad is a third-party controller created by Konix for the Sega Mega Drive. It is a simple three button controller with turbo features and a detachable thumb pad. The design of the Konix Power Pad also emerged in South America in the form of the Pro-2 by Chips do Brasil. Whether Chips do Brasil had a license to release it in that region remains unclear.

"segaretro.org"

Mad Catz 3 Button Controller

Manufacturer Mad Catz

The Mad Catz 3 Button Controller is, as the name suggests, a three button controller with added turbo features, but is otherwise mostly unremarkable. There are a few slight variations of this controller. Mad Catz changed their logo during the production run meaning some have slightly different labels (on top of the common High Frequency label which Mad Catz also used when selling to Toys R Us). In Europe it was distributed by Gamester as the MD-3.

"segaretro.org"

Mad Catz 6 Button Controller

Manufacturer Mad Catz

The Mad Catz 6 Button Controller is a third-party controller for the Sega Mega Drive developed by Mad Catz and released variously under the Mad Catz and High Frequency branding. It is, as the name suggests, a six button controller with added turbo features—the logical upgrade from their 3 button variants. Both black and transparent versions exist. Gamester distributed the peripheral in Europe as the MD-6.

An equivalent six-button controller was also released for the Super Nintendo Entertainment System, with the same diverse branding, under names such as the Mad Catz/High Frequency Advanced Control Pad and the Gamester SN-8.

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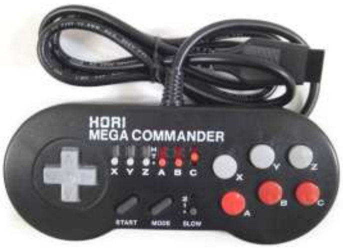
Mega Commander



Manufacturer Hori

The Mega Commander by Hori is a simple third-party six-button controller for the Sega Mega Drive, complete with added turbo features, with three speed settings for each button (normal, turbo and hold) and two slow-motion modes. It has the same design and layout as Hori's previously released Fighting Commander controller for the Super Famicom, which in turn was based on the standard Super Famicom controller, but with the L and R button on the front side. The Mode button is placed next to the Start button, similar to the Select and Start buttons on the Super Famicom's controller.

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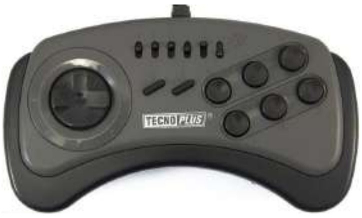
Mega Control Pad

Manufacturer Tecno Plus (Logitech)



The Mega Control Pad by Tecno Plus is a six-button third-party controller for the Sega Mega Drive with built-in turbo features. As with most products by Tecno Plus, it is a repackaged controller whose design stems back to Logitech, the official supplier of CD-i controllers for Philips. Tecno Plus recycled the shell and produced variants for other systems, the Mega Drive being one, and the Super Nintendo, Amiga and CD-i again being others.

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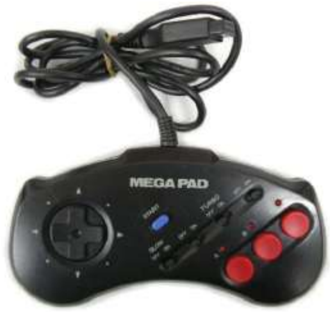
Mega Pad

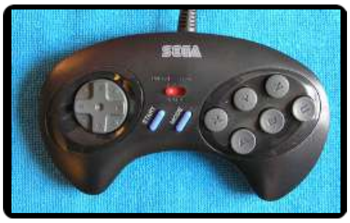


Manufacturer ASCII, S-Chi

The Mega Pad is a third party control pad released in the early 1990s for the Sega Mega Drive, suspected of being produced by ASCII. It was licensed and distributed under Competition Pro branding in western regions as the Professional Control Pad. The controller is a fairly bog-standard three button controller with turbo features. This one also has a slow motion mode which effectively a turbo feature added to the start (pause) button.

MK-1470

Manufacturer Tec Toy?



The unnamed MK-1470 control pad is a controller for the Sega Mega Drive which saw a very limited release in Brazil and possibly North America. At this present time, it is unknown why this control pad exists - it was distributed with one specific model of the Super Mega Drive 3 by Tec Toy in the late 1990s, released at a similar time to another MK-1470 control pad by Majesco, primarily for their Genesis 3 console. This MK-1470 is functionally identical to that model, sporting six face buttons and primitive turbo features, but has very different aesthetics more akin to the standard 3 button control pad.

This MK-1470 is noted for having a poorer build quality than its siblings, and being slightly more awkward to hold due to its button placement.

Tec Toy would later fall back to the more familiar Six Button Control Pad (Japanese-style) for later consoles.

"segaretro.org"

Mortal Kombat II Kontrol Pad

Manufacturer Innovation

The Mortal Kombat II Kontrol Pad by Innovation is a third-party six-button controller for the Sega Mega Drive, complete with added turbo features. It was designed to assist players with the Mega Drive version of Mortal Kombat II, having a selection of each character's moves mapped to extra buttons. Perhaps bizarrely, the controller actually uses cartridges containing special move data which insert into the slot on the back. It is assumed that it is very similar (if not identical, aethetics aside) to the Mortal Kombat 3 Kontrol Pad.

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Mortal Kombat 3 Kontrol Pad

Manufacturer Innovation

The Mortal Kombat 3 Kontrol Pad by Innovation is a third-party six-button controller for the Sega Mega Drive, complete with added turbo features. It was designed to assist players with the Mega Drive version of Mortal Kombat 3, having a selection of each character's moves mapped to extra buttons. Similar to the older Mortal Kombat II Kontrol Pad, the controller uses cartridges containing move data which that inserts into the slot on the back.

Two versions of this controller were released, each with moves for different characters on seperate cartridges.

"segaretro.org"

Multi-System 6

Manufacturer Happ Controls

The Multi-System 6 is a third-party control pad compatible with both the Sega Mega Drive and Super Nintendo Entertainment System. It was sold in North America under Competition Pro branding - it is currently unknown whether it was released elsewhere.

The Multi-System 6 is a relatively basic pad with turbo features. It leans more towards the Super Nintendo in terms of aesthetics but the Mega Drive in terms of physical design.

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Power Pad

Manufacturer Honest Soft

The Power Pad is a third-party controlled for the Sega Mega Drive, thought to have been created by Honest Soft in Taiwan. It is a three button controller with turbo features.

This controller's history is not fully understood - it was sold in the US by Champ and in the UK by Teqniche, but multiple unexplained variants also exist, such as common variant by Recoton also sold in the US.

The "Power Pad" range would continue with the Power Pad 6, Power Pad Plus and PowerPad 100.

"segaretro.org"

Power Pad Plus

Manufacturer Champ

The Power Pad Plus is a third-party controlled for the Sega Mega Drive, created by Champ. It is a three button controller with turbo features, though unlike its predecessor, the Power Pad, it gives the user more control over turbo speeds and doesn't force users to hold down buttons to enable the turbo features. There are also built-in LEDs.

At the present time, it is only assumed that Champ developed this controller. Similar designs have been spotted with other branding, and it may also be related to the Professional Control Pad, which is strikingly similar to this controller. In the US, Electronics Boutique carried their own-brand version of this product. It was released in Taiwan as the Super Man Joystick.

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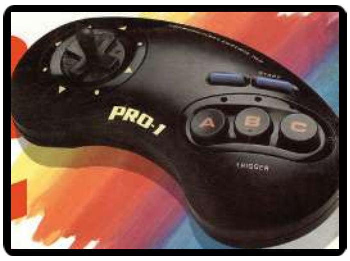
Pro-1

Manufacturer Chips Do Brasil



The Pro-1 is a third-party Sega Mega Drive control pad released by Chips Do Brasil. It is the first of several controllers in the "Pro" series. The controller is a relatively simple three button controller with very basic turbo features. Though billed as an Atari 2600 and Sega Master System controller, it is, like the majority of 2600 and Master System controllers, fully compatible with the Mega Drive, even sporting a C button which the aforementioned consoles lack. There is a switch on the back which toggles between "A", for better functioning on the Atari 2600, and "B", for the Master System.

"segaretro.org"

Professional Fighter Pad

The Professional Fighter Pad (Fighter II) is a third-party Sega Mega Drive controller of unknown origin. It is a six button contorller featuring turbo and slow switches and comes with a screw-in joystick which can be attached to the d-pad - an evolution of the Professional Control Pad (PRO-4).

Though it has not yet been ascertained which of the many variants of this controller came first, it is thought, like its "predecessor" Sega Ozisoft inevitably licensed the Professional Fighter Pad as an official Sega product in Australia. This control pad and its variants are also quite common in New Zealand, although have emerged in numerous territories over the years.

Slick Sticks released this controller as the Voyager 6 in parts of Europe, with controllers by Access Line seeing a limited release in North America. A Turbo 6 model by an unknown distributor lacks the screw-in thumbstick but is otherwise identical.

Rhino Pad

Manufacturer ASCII

The Rhino Pad is a third-party controller for the Sega Mega Drive, created by ASCII's western arms. It is simply a six button controller with turbo features.

"segaretro.org"

Remote Control System

Manufacturer WKK

The Remote Control System is a third party accessory for both the Sega Master System and Sega Mega Drive, similar in nature to the Remote Arcade System. It acts as a wireless alternative to the standard control pads, with infra-red controllers and receivers. Unlike the Remote Arcade System, the Remote Control System's control pads have an LED signaling low battery life.

Both Master System and Mega Drive-branded units were released, but it seems both are identical, save for a different label on the receiver (and the C button on the Master System version does not function). It is presumed the controllers are compatible with both receivers and receivers compatible with both consoles. The Mega Drive package shipped with two controllers, while the Master System only contains one, explaining the differences in price.

A possible successor known known as the Cordless Elite was advertised with turbo features in North America. A non-functional prototype has been spotted, but now lies in the hands of private collectors.

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Remote Arcade System

Manufacturer Sega

The Remote Arcade System, known as the Sega Cordless Pad Set in Japan, is a wireless alternative to the standard Sega Mega Drive controller. It comprises a Remote Arcade Pad and a receiver, which rely on infrared signals rather than cables (similar to TV remotes). This means the user can control a game from a much larger distance. In PAL regions the bundle was called the Infra Red Control Pad and contained two controllers - controllers were not sold separately in this region.

The Remote Arcade Pad features six buttons, and the receiver plugs into both of the Sega Mega Drive's controller ports. In order for a second player to play, a second Remote Arcade Pad will need to be purchased. One receiver can handle two controllers. Each pad requires two AAA batteries and lasts for approximately ten hours.

The Sega Saturn had a similar peripheral in the form of the Saturn Infrared Control Pad.

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Sega MegaFire

Manufacturer WKK

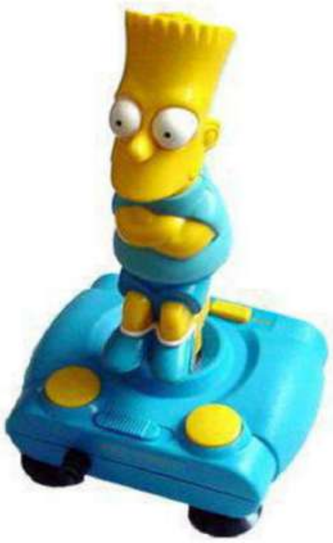
The Sega MegaFire control pad control pad was the first official "turbo" variation of the Mega Drive Control Pad. It debuted in the early 1990s and is essentially an extended three-button controller.

The MegaFire is extremely similar to a stock three-button pad, however features three turbo switches placed above the A, B and C buttons. These allow a turbo mode for each button to be switched on or off, meaning rather than a player having to repeatedly press a button for a repeated action, they can simply hold it down and let the controller do the work. Also notable is the movement of the Start button, which is now positioned on the left hand side, above the D-Pad to make room for the turbo options.

Turbo Mega Drive controllers are common, partly because the system had a large library of shoot-'em-ups in its first few years on the market. The MegaFire is not particularly notable, however, as future controllers would allow the user to adjust the speed of the turbo option, and apply these functions to six-button controllers.

"segaretro.org"

CharacteriStick



Manufacturer Cheetah

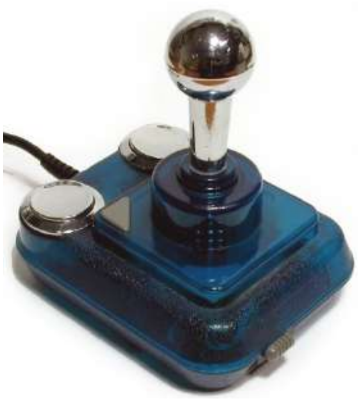
The Cheetah CharacteriStick range is a set of novelty controllers built for the Sega Mega Drive (and other systems that have DE-9 ports such as the Sega Master System) and NES. They were produced in 1992, and take the form of various TV and film characters which were popular at the time of release.

Each CharacteriStick is essentially a joystick with three buttons, two on the base of the unit, and one positoned somewhere on the stick itself. The stick (which replaces the d-pad) is modeled after a character. Due to the sometimes awkward shape of these characters, it's not a very comfortable way of playing a video game, and so most users opted for the standard gamepad or official arcade sticks.

There are at least four different CharacteriSticks in the range; Bart Simpson (from The Simpsons), a Terminator skull (from The Terminator 2: Judgement Day), Batman (from Batman: The Animated Series) and an Alien (from the Alien movies).

Competition Pro Star

Manufacturer Competition Pro



The Star by Competition Pro is a third-party joystick released for both the Sega Master System and Sega Mega Drive, and an entry in the long line of Competition Pro joysticks created by Kempston Micro Electronics in the mid-1980s (a joystick so successful that its name became a brand).

The Star is the first, and possibly only "classic" Competition Pro joystick to be released for Sega platforms. Though the majority of Competition Pro joysticks use DE-9 ports, like many controllers built for home computers, there are compatibility issues when placed within a Sega console and so are unlikely to work as intended. Introduced with the Star was a turbo switch which applies to all four buttons, A, B, C and Start in this case. All Stars have a transparent-blue plastic base and a silver joystick/buttons.

Competition Pro joysticks were popular among home computer owners of the day due to their high build quality and relative simplicity. The Star was the third(?) major update in the line, following the Competition Pro 5000 and standard Competition Pro. The Competition Pro Star was followed by the Competition Pro Extra, which does not appear to have been brought to Sega consoles in any form.

The history of the Star in regards to Sega consoles is not clear. It was released in North America advertising compatibility with the Sega Mega Drive, and Europe for the Sega Master System. Whether the Master System variant is limited in any way remains to be seen (the shell was never changed between Stars so all versions have four buttons).

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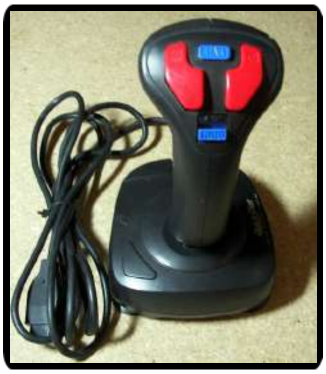


Eagle 1

Manufacturer QuickShot

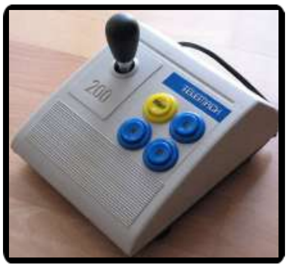
The Eagle 1 is a third-party accessory developed by QuickShot for the Sega Mega Drive. It is a joystick with three buttons and turbo features.

It is not yet fully understood how this controller fundementally differs from the Python 3 aside from aesthetics. There is the possibilty that this model has six button support.

"segaretro.org"

Joystick 200

Manufacturer Telemach



The Joystick 200 by Telemach is a third-party controller for the Sega Mega Drive.

Telemach released multiple Joystick 200s across Europe. The most common, and likely first in the series, is an orange-finished two joystick for home computers - this is the model featured on the Mega Drive versions' box, despite the contents being that of a four button stick with a blue/yellow finish. Similar variants for the NES and IBM PC also exist.

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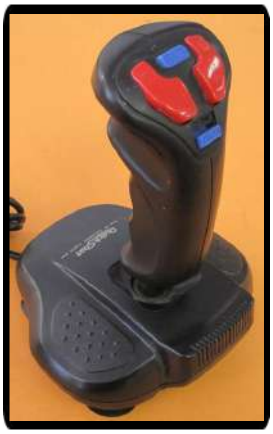

Python 3

Manufacturer QuickShot

The Python 3 is a third-party accessory developed by QuickShot for the Sega Mega Drive. The Python 3 has three buttons as well as a turbo switch. It is designed to be stuck to a flat surface for stability, and ergonomically designed like other QuickShot joysticks.

The history of the Python 3 is odd. Whereas the Python 1M was adopted by Tec Toy as an official product in Brazil, it seems the Python 3 mould was recycled by other companies. The GeniStick is almost identical to the Python 3 bar colour and naming schemes and h and the Mega Control Stick by TechnoPlus is also similar.

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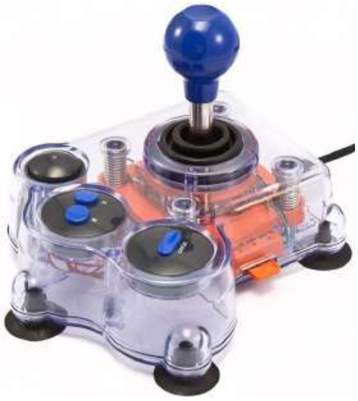
SG Mega Star

Manufacturer QJ



The SG Mega Star is the "Sega version" of QJ's earlier "Mega Star" joystick (itself being part of QJ's "star" range of joysticks), and complements both an "orange" DE-9 home computer version, and a "red" "NI Mega Star", intended for the NES. SG Mega Stars are identifiable by the use of blue plastic, and the need for A, B and Start buttons omitted from the original design. The joystick itself is microswitched and like other controllers in the "star" range, uses translucent plastic.

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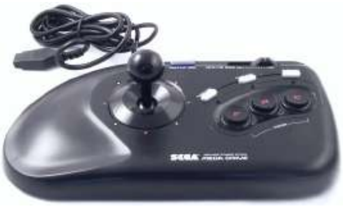
Arcade Power Stick

Manufacturer Sega



The Arcade Power Stick is an arcade stick peripheral for the Sega Mega Drive (though is also compatible with other consoles/computer that rely on DE-9 ports). The controller has three face buttons equipped with turbo features, which whose speed can be configured. A version by S-Chi was also released.

The Japanese release of the Arcade Power Stick features joysticks with microswitch input, akin to arcade hardware. All non-Japanese versions of the peripheral utilize joysticks with rubber contacts, similarly to the D-pad of a standard controller. All releases regardless of region use face buttons with rubber contacts, identical in function to that of a standard controller.

Super Turbo Fight II

Manufacturer Nasa

The Super Turbo Fight II is a third-party arcade stick for the Sega Mega Drive by Nasa. It is similar to the official Arcade Power Stick, though has fewer turbo options.

Super Turbo Fight IIs are reasonably common in South America and parts of mainland Asia. It is not believed there was ever a "Super Turbo Fight 1" - the name likely stems from the popularity of Street Fighter II.

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Arcade Power Stick 6B

Manufacturer Sega

The Arcade Power Stick 6B, known as the Arcade Power Stick II in Europe and 6 Button Arcade Stick in North America, is a six-button update to the Sega Mega Drive's Arcade Power Stick.

Like its predecessor, the Japanese release has a microswitched joystick, akin to those found in the arcade. Overseas versions and buttons use less reliable rubber inputs, similar to those found in standard Control Pads.

"segaretro.org"

Arcade Power Stick

Manufacturer KBM

The Arcadian Dual is an updated form of The Arcadian arcade stick, allowing for the arcade stick to be used with both the Sega Mega Drive and Super Nintendo. It is a six-button arcade stick manufactured by KBM for sale in North America. Unlike the original Arcadian, this version has purple highlights instead of blue.

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Battlestation II

Manufacturer Multicoin Australia

The Battlestation II is a third-party two-player arcade stick released by Multicoin Australia in 1993. It is compatible with a multitude of consoles and computers of the early 1990s - any computer which adopts the DE-9 port "standard" (the Commodore Amiga being highlighted, though many other systems are compatible), the Sega Mega Drive (and by extension, Sega Master System), the SNES and NES. Consoles such as the Atari 2600 and Atari 7800 are also compatible. This MK-1470 is noted for having a poorer build quality than its siblings, and being slightly more awkward to hold due to its button placement.

The Battlestation II is made out of components similar to those found in real arcades, making it an expensive but durable controller. It shipped with a number of leads to connect the unit to various systems, and is compatible with the Mega Drive six button standard. Missing, however, is a Mode button, although there are turbo switches. The unit also shipped with a bag for carrying.

Despite its name, no "Battlestation I" was released - it is assumed the "II" represents its two-player nature.

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Capcom Power Stick Fighter MD

Manufacturer Capcom

The Capcom Power Stick Fighter MD, sold as the Capcom Fighter Power Stick GS in North America, is a third-party arcade stick for the Sega Mega Drive released by Capcom. It was released primarily with Street Fighter II': Special Champion Edition in mind.

The shell of the CPS Fighter MD was recycled from the original CPS Fighter stick for the NES and SNES, however the key difference (aside from the different plug allowing it to connect to a Mega Drive) is that it is coloured white. Both, the CPS Fighter and CPS Fighter MD, could be used on an FM-TOWNS or an X68000 through the use of an adapter.

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City Boy

Manufacturer Honest

HONEST
START
L
Y
X
SELECT
R
B
A
City boy
SUPER JOYSTICK

The City Boy is an arcade stick created by Honest in the early 1990s. It is primilary seen in Asian countries such as Taiwan. The controller is compatible with the Sega Mega Drive, Famicom, Super Famicom/SNES and PC Engine/TurboGrafx-16 (a separate stick is thought to have been released for the Neo Geo under the same name). It is built with similar parts seen in real arcades, with microswitched joysticks and buttons housed in a solid shell. There are also turbo features and changable joystick heads. It is thought to be compatible with six button Mega Drive games also.

The history of the City Boy is not yet fully understood - it is thought other companies distributed the stick in other regions of the world in small numbers. Successors exist as the City Boy 2 and City Boy III.

"segaretro.org"

Dual Heavy Weight

Manufacturer Hori

The Dual Heavy Weight, known as the Fighting Stick Dual in Japan, is a third-party arcade stick manufactured by Hori. It is compatible with the Sega Mega Drive, but also the Super NES, hence the "dual".

The Dual Heavy Weight is a six button stick with some turbo options. Each console needs its own set of leads in order to use the device. The Fighting Stick Dual is known to have been released in Japan and the United States, but it is currently unknown if it was distributed in other countries too.

"segaretro.org"

Explorer-I

Manufacturer Champ

TURBO
teqniche

The Explorer is a third-party arcade stick for the Sega Mega Drive, created by Champ. Many types of Explorer exist for various consoles in several colour schemes - Mega Drive versions come in white or grey. The Mega Drive Explorer is a three button stick with turbo features, styled similarly to a NES Advantage. For whatever reason, the box features artwork from Super Thunder Blade. It was released in Taiwan as the Explorer-I by Honyü, and as the Power Mate by Teqniche.

Fighting Stick Multi

HORI
Fighting Stick Multi

Manufacturer Hori

The Fighting Stick Multi is compatible with multiple consoles, namely the Sega Mega Drive, Super Famicom and PC Engine, hence the "multi" name.

The Fighting Stick Multi is a six button stick with some turbo options. Each console needs its own set of leads in order to use the device. The Fighting Stick Multi was only released in Japan, although the similar Fighting Stick Dual was later released in North America, which only supported the Genesis and SNES (since the TurboGrafx-16 was not as successful outside Japan), but was a more economical alternative.

"segaretro.org"

Mega Stick

Manufacturer ASCII, Cluster Corporation

The Mega Stick is an arcade stick for the Sega Mega Drive most likely manufactured by ASCII. It is an officially licensed product in Europe, however in North America and Japan it is merely a third-party product. The US variant is called the Power Clutch SG while the Japanese version is called the Cluster Stick (and is manufactured by Cluster Corporation). The Japanese model has different labeling but performs identically.

The Mega Stick is a three button controller with the same features as a three-button Arcade Power Stick. However, it is a smaller and therefore cheaper unit.

"segaretro.org

MegaMaster VII

Manufacturer Saitek

The MegaMaster VII is a third-party arcade stick created by Saitek for the Sega Mega Drive. As the name suggests, it is the seventh in the "MegaMaster" series, with the previous six being released for other platforms (save for the MegaMaster II).

The MegaMaster VII is a large six button stick with turbo features.

"segaretro.org

Viper

Manufacturer Conrad Electronics(?)

The Viper is a third-party six button arcade stick, compatible with both the Sega Mega Drive and Super Nintendo Entertainment System. Its origin is not fully understood - it is thought to have been produced by Conrad Electronics in the early 1990s and sold across Europe, with a North American variant, the Pro Player being sold by Naki.

The controller was re-released as the Viper III (it is not known if a "Viper II" exists), although the differences between the two models are not obvious. The Viper III distinctly labels the Mode button, potentially missing in the first model. The Mega Stick is a three button controller with the same features as a three-button Arcade Power Stick. However, it is a smaller and therefore cheaper unit.

"segaretro.org

Per4mer Turbo Wheel

Manufacturer Home Arcade Systems

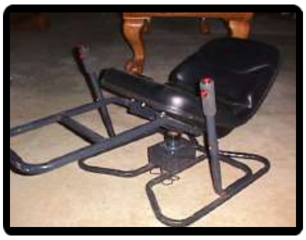
The Per4mer Turbo Wheel is a third-party steering wheel controller created by Home Arcade Systems for a variety of home systems, including the Sega Mega Drive and Sega Saturn. The Saturn version is known to come with pedals, though it is unclear whether this also applies to the Mega Drive version.

Both variants of the Per4mer are rare. The Saturn version is expected to be a fairly unremarkable steering wheel (and one of many readily available), but the Mega Drive variant likely stands as the only racing controller for the system. The Mega Drive version is known not to be strictly analogue, more likely working as a glorified turbo switch (e.g. the more you turn left, the faster the device sends a Left signal to the console). Whether similar methods are applied to other versions is not known.

"segaretro.org"

Sega Action Chair

Manufacturer Sega



The Sega Action Chair is an extremely rare peripheral built for the Sega Mega Drive. It essentially combines the features of a Sega Mega Drive controller with a movable chair. The d-pad movements are mapped to the chair itself, so if the user leans left the on-screen character will move left too. As it uses a DE-9 port it is also compatible with Sega Master System games. It was initially released in 1992.

Action Chairs only appear once in a blue moon. The latest spotting was in May–June 2010 on eBay, with a buy-it-now price of US$500.

"segaretro.org"

Sega Mouse

Manufacturer Sega

The Sega Mouse is a special computer mouse designed to work with the Sega Mega Drive and Sega Mega-CD. It can be seen as the Sega alternative to Nintendo's mouse accessory.

The Sega Mouse was released in Japan and Europe, only the major difference being the colour scheme - Japan opted for blue buttons, Europe for red. Both came packaged with a blue Sega-branded mouse mat. The European packaging actually calls it a Sega Mega Drive Mouse, although games still refer to it as the "Sega Mouse".

The Sega Mouse is a ball mouse, meaning it needs to be cleaned after regular use in order for it to continue to function properly. Despite there being three buttons on a standard control pad, there are only two buttons on a Sega Mouse, A and B, however unusually the unit places its C button on the ball itself - flipping the peripheral turns it into a clickable trackball device.

North America did not receive the Sega Mouse, but instead the Mega Mouse, a similar but larger unit which added the missing Start button and scrapped the clickable trackball. The Mega Mouse was distributed with a red/black mouse mat, and its awkwardly placed Start button comes at a disadvantage to left-handed users. Supposedly there are also some compatibility issues between the two mice, but this needs to be investigated.

Few games were created to take advantage of the Sega/Mega Mouse, and contrary to popular belief, Art Alive! did not have mouse support. There were no Sega 32X games with mouse support.

"segaretro.org"

Batter Up

Manufacturer Sports Sciences

The Batter Up controller is a special Sega Mega Drive peripheral designed with baseball games in mind. It was only released in North America and Brazil.

The Batter Up controller is shaped as a 24-inch bat surrounded by blue rubber foam. It responds to the user's movements, similar to the much later Wii remote. There are a number of buttons on the side of the controller meaning it can also function as a normal control pad. The controller is extremely rare and so little has been documented about it.

A similar peripheral was also released for the Super Nintendo.

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Footpedal

Manufacturer QJ

The Footpedal is a video game accessory designed by QJ. There are at least three different versions - one for home computers, another for the NES, and one for the Sega Mega Drive. No versions appear to have been released outside of Europe. All three Footpedals have the same outward appearance.

The Footpedal is a device for controlling games via your feet - a precursor to analogue pedals often seen with video game steering wheels. QJ's Footpedal is entirely digital and has three very large coloured buttons along with various switches to configure the device. It is designed so that the user can plug a different controller into the Footpedal and control the game as normal, making the footpedal an optional extra.

The Footpedal works best with racing games - if the user is forced to hold a button to accelerate, this can be quite awkward on a traditional joystick setup. It has less of a use with consoles, as the layout of a gamepad is far better suited to racing games, but still stood as one of the only options for emulating real-life car controls. The Mega Drive version of the Footpedal is the only version in the set to make use of the three buttons, and there are retractable supports at each side for comfort.

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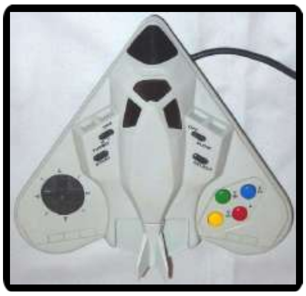


Jet Fighter

Manufacturer Beeshu

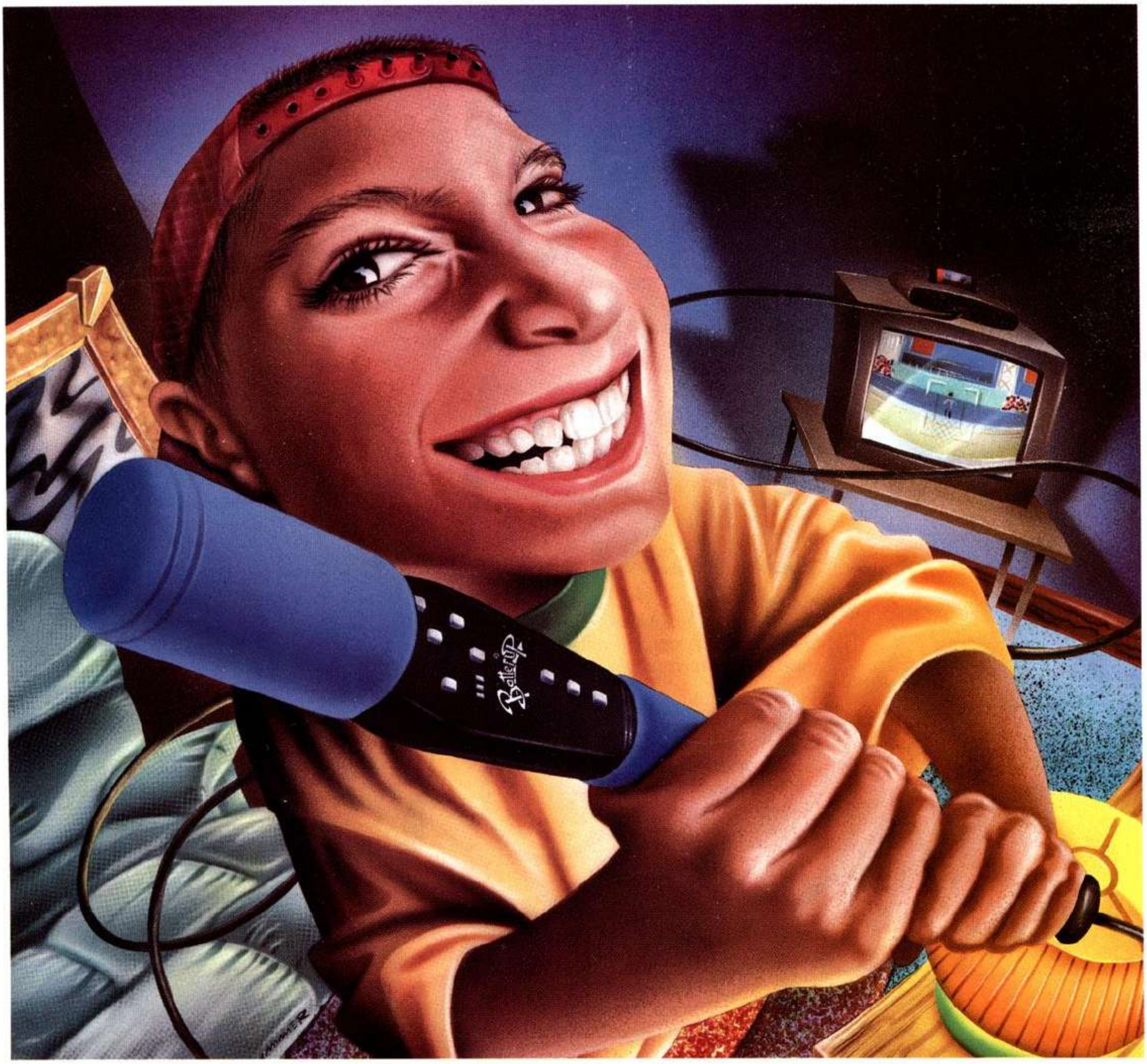
The Jet Fighter, reportedly created by Beeshu is a third-party controller for the Sega Mega Drive. It is considered to be one of the strangest Mega Drive controllers in existence, being shaped, as the name suggests, like a jet fighter. It is a simple three button pad with turbo features, which (provided the user has the extra lead) doubles up as a Super Nintendo controller.

"segaretro.org"

Mega Drive Keyboard

Manufacturer Sega, Tectoy

The Mega Drive Keyboard or Teclado Mega Net (Mega Net Keyboard) is, as its name suggests, a keyboard peripheral for the Sega Mega Drive. It was only released in Brazil, mainly for use in conjunction with the Mega Net modem. It is unusual as it contains nineteen blank keys, suggesting the design/fascia may have been recycled from somewhere else. It lacks keys such as Alt, but it adds several new ones including "Switch" and "Select".



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The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. Game systems and cartridges are each sold separately. And remember, don't wear your cleats in the living room.

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TeeVGolf

Manufacturer Electronic Arts

The TeeVGolf peripheral is a golf controller designed exclusively for Electronic Arts' PGA Tour Golf series (PGA Tour Golf, PGA Tour Golf II, PGA Tour Golf III, PGA European Tour and PGA Tour 96). It uses infrared beams to track the position of the golf club.

Versions for the PC and SNES also exist.

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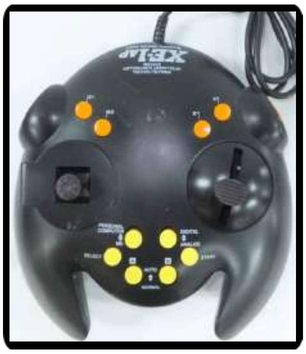
XE-1 AP

Manufacturer Dempa



The XE-1 AP is an unusual analogue controller manufactured by Dempa. It is compatible with the Sega Mega Drive, but also with a number of other Japanese consoles and computers (some require extra adapters). The device was not released outside of Japan, though is revolutionary in many ways due to the fact it was released in 1989 - nearly a decade before analogue features of this nature became mainstream.

Ahead of its time, it was the first controller to feature an analogue thumb-stick, analogue slider, shoulder buttons and grip handles.

The controller has the following features: Ten face buttons, including six buttons and four switches. Four shoulder buttons. Analogue thumb-stick. Analogue slider, which can be rotated to suit the user. It allows for a third analogue axis or throttle.

Many of the buttons exist as switches to maintain compatibility with the computers the controller supports. Others are turbo switches, or are simply not used in the majority of circumstances. There is also a switch to turn the controller back to "digital mode", allowing it to remain compatible with all games on each system (aside from computer games that do not support joysticks).

The controller was an attempt at simulating/miniaturizing the HOTAS controls of Sega arcade cabinets such as After Burner II (running on the Sega X Board system) on a handheld controller for home systems.

"segaretro.org"

Activator

Manufacturer Interactive Light

The Activator is a full-body motion based video game controller unit released by Sega. It is an octagonal controller unit which sits on the floor and uses infra-red beams to interpret movements. It was revealed for both the Sega Mega Drive console and Sega System 32 arcade system in August 1993. On the Mega Drive, it was intended to act as a more immersive substitute for a standard control pad. In the arcades, it was used for the fighting game Dragon Ball Z V.R.V.S., which used extra sensors for better motion detection.

The Activator was created at a time where many video game companies were investing in virtual reality, perceived at the time to be the future of gaming. However, for the most part, virtual reality was considered to be too expensive to produce in homes at the time, so products such as the Activator were produced instead. The Activator was developed by Interactive Light for Sega, and was also brought to Brazil by Tec Toy. It was based on a musical instrument called the "Light Harp", conceived by musician and martial artist Asaf Gurner.

The Activator is effectively a glorified control pad, with Left, Up, Right, Down, A, B, C and Start buttons mapped to each of the eight segments.

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GameGun

Manufacturer American Laser Games

The GameGun is a third-party light gun accessory released by American Laser Games, originally for the 3DO before being adapted for the Sega Mega Drive and Sega Mega-CD. A PC version was also released, though no versions were officially sold outside of North America.

The GameGun was designed for American Laser Games' series of Mega-CD light gun games; Mad Dog McCree, Crime Patrol, Mad Dog II: The Lost Gold and Who Shot Johnny Rock? (as well as the unreleased Space Pirates and Crime Patrol 2: Drug Wars), but is also compatible with games designed for both the Sega Menacer and Konami Justifier. The GameGun is the only widely produced light gun to substitute the Menacer, and is therefore the only smaller alternative to an accessory often criticised for its cumbersome size.

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The Justifier

Manufacturer Konami

The Justifier is a light-gun peripheral for the Mega Drive manufactured by Konami produced specifically for Lethal Enforcers. Versions for the SNES and the original PlayStation were also produced. The Justifiers are shaped like revolvers (and are modeled after the Colt Python revolver), but are brightly coloured due to early 90s fears that light guns could lead to gun crime. Lethal Enforcers and its sequel are only compatible with The Justifiers, and thus all versions of the first game came packaged with the peripheral.

The Mega Drive supports a maximum of two Justifier guns at once - the standard blue one, which plugs into controller port 1, and a pink one, which plugs into the blue Justifier with a 6-pin RJ-11 phone cord). The pink Justifier was only sold directly by Konami via a mail order offer. The pink Justifer is compatible with both, the Mega Drive and Super NES models of the blue Justifier.

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Menacer

Manufacturer Sega

The Menacer is a wireless lightgun created by Sega for the Sega Mega Drive video game console in 1992, as a response to the Super Scope by Nintendo. The Menacer is made up of three interconnected sections. The main section alone can be used as a pistol. A skeletonized shoulder stock can be added for extra support. The third removable section are twin sights that are clipped on to the top of the barrel. The twin sights are often seen as impractical, as one can not effectively see what one was shooting at.

The Menacer is powered by 6 AAA batteries and is not connected by a wire to the console but by an infrared beam that relays signals to a receiver box that would ideally sit on top of the television. Advertised as "the most accurate light gun ever," the Menacer retailed for $100 in North America.

The Menacer is not compatible with all lightgun games - most notably Lethal Enforcers, which requires Konami's own Justifier gun.

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Accessories

These pages consist of a small sample of the more known Mega Drive accessories.
For more on accessories on the Mega Drive, please visit segaretro.org.

32X connector cable

Manufacturer Sega

The 32X Connector Cable (it lacks an official name) is a cable which shipped with every Sega 32X and allows it to connect to a Sega Mega Drive.

32X connector cables are the rarest and most important part of a 32X setup aside from the console itself. It is a common misconception that a 32X will behave similarly to a Power Base Converter or similar device, which merely acts as a glorified Mega Drive cartridge, but this is not the case. The 32X is instead more like an entirely new system (or about three quarters of one) - an almost entirely independent machine that just needs to talk to the Mega Drive once in a while to function correctly.

The 32X is reliant on many of the Mega Drive's internal components, of which it interfaces with via the cartridge slot. However, the major advantage of the 32X is its improved graphics rendering capabilities. The 32X creates its own audio/video output, taking advantage of features such as higher colour counts and QSound technology, but there is no method of giving this information back to the Mega Drive console. The Mega Drive can output an A/V signal, but it can't receive one, so it is the Mega Drive which passes its audio/video information to the 32X, and the 32X which is then linked to a television.

To achieve this the user requires a connector cable, which links the Mega Drive's "A/V out" port to the 32X's "A/V in". The Mega Drive's "A/V out" port is usually used to communicate with the television - this lead is moved to the 32X's "A/V out" instead.

With a Mega Drive model 1, an extra connector is required as the Mega Drive's "A/V Out" port differs between the two models. This is an even rarer and more expensive cable to find. The multitude of cables and wires is one of the many reasons the 32X is cited as being a poorly designed console - though many third party manufacturers created replacement cables, Sega did not sell these things separately.

Theoretically it is possible to play 32X games without the connector cable - if it is missing, the 32X will still function, but it will not display the sprite layer so 2D graphics may be nonexistent.

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SEGA
GENESIS
Control Pad Extension Cord

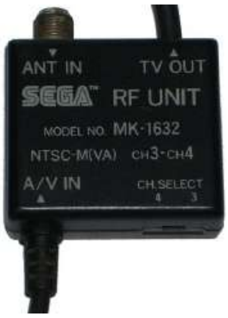
Control Pad Extension Cord

Manufacturer Sega

The Control Pad Extension Cord is, as the name suggests, an extension lead for Sega Mega Drive (or any system reliant on DE-9 ports) Control Pads. Numerous similar products exist - this officially endorsed Sega variant extends a lead by 6.5 feet (1.98 metres).

"segaretro.org"

RF Unit (Mega Drive 2)



Manufacturer Sega

The RF Unit for the Sega Mega Drive 2 is the official method of connecting a Mega Drive to a television via RF standards. Connector types differ between countries so the units are slightly different per region, but they function in much the same way. These style of "automatic" RF Units were not released for the original model Mega Drive, which instead received very different RF adapters depending on the region.

Auto RF Switchbox

Manufacturer Sega

The Auto RF Switchbox is an official method of connecting a Sega Master System or Sega Mega Drive (original model) to a television via RF standards.

There are many types of official RF switch for both the Master System and the original Mega Drive (the connectors are identical between the two consoles). This variant is seen predominantly in North America and is the only switch of its type to be sold separately.

It also appears to have been bundled with consoles, although specifically which ones has yet to be determined - all Mega Drive systems between 1989 and 1993 were sold with this switch, but Master Systems were often bundled with the non-automatic MK-3092 switch instead.

The Master System variant is numbered 3035, the Mega Drive's 1603, although aside from some minor cosmetic changes, the two are thought to be identical.

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SCART Cable (Mega Drive 2)

Manufacturer Sega

The official SCART Cable for the Sega Mega Drive is a connector cable allowing a Mega Drive to transmit picture information to a television via the SCART standard. It is thought to have only been released in Europe where SCART was the most common.

This official SCART cable does not appear to have been manufactured in large numbers, with third-party alternatives being far more common today. There is no official variant for the original model Mega Drive, although again, third-party cables fulfilling this role are not uncommon.

"segaretro.org"

Sega Power Strip

Manufacturer Sega

The Sega Power Strip is a special type of power strip/extension lead manufactured by Sega during the early 1990s. It was only sold in North America.

The Sega Power Strip exists mainly because of Sega's decision to house video game console AC adapters within the console's plug, rather than place the AC adapter within the console (or use the "brick in-line" configuration, housing it half way between the two). With the release of the Sega Mega Drive, it was not seen as a huge problem, but when Sega introduced the Sega Mega-CD and Sega 32X, both of which need an extra socket, consumers would often be left without enough room to have all three plugged in at once. Other consoles such as the Super Nintendo shared these design flaws.

AC adapters are notoriously big, and so when placed in a standard socket they restrict the use of the sockets that surround it. The Sega Power Strip, however, is designed so that there is a larger gap between the sockets. There are five sockets in the Sega Power Strip, meaning a television, Mega Drive, Mega CD and 32X can be hooked up without any troubles (and there'll still be one to spare). It has power and reset buttons and is surge protected.

Sega would learn from their mistakes, and the Sega Saturn has an internal power supply as a result (as does the Sega Dreamcast). These days all video game consoles come with either built-in or "brick in-line" AC adapter configurations.

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Video Monitor Cable

Manufacturer Sega

The Video Monitor Cable is the name of the official cable used for carrying composite video (yellow) and monaural audio (white) from a Sega Mega Drive to a television.

In Japan, Video Monitor Cables were bundled with every Mega Drive console from launch in 1988, however in North America and Europe, Sega originally opted for lesser RF cables, presumably to accommodate differences in television markets (although it is not currently known if this cable appeared in Europe). Video Monitor Cables were instead sold separately for those who had televisions (or monitors) that supported the standard.

When the Mega Drive 2 was released with the ability to output stereo audio to a television, the official Video Monitor Cable was rendered obsolete by the Stereo Audio Video Cable (and then again in Europe when SCART cables were introduced). While all flavours of Mega Drive support stereo audio, the original Mega Drive needs to be physically modded in order for this ability to be unlocked (save for out of the headphone port at the front).

For reasons unknown, an instantly obsolete Mega Drive 2 variant was released as the Audio Video Cable.

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Stereo Audio Video Cable

Manufacturer Sega

SEGA
GENESIS
16-BIT VIDEO ENTERTAINMENT SYSTEM
Stereo
Audio
Video
Cable

The Stereo Audio Video Cable, known as the RCA Video Cable in Europe is the name of the official cable used for carrying composite video (yellow) and audio (left white, right red) from a Sega Mega Drive model 2 to a television.

Like the Video Monitor Cable before it, in Japan Stereo Audio Video Cables were bundled with every Mega Drive console from launch in 1993, however in North America and Europe, Sega originally opted for lesser RF cables, presumably to accommodate differences in television markets. Stereo Audio Video Cable were instead separately for those who had televisions (or monitors) that supported the standard, or in the case of Japan, for those who needed replacement leads.

Unlike the original model Mega Drive, the Mega Drive 2 has the ability to output stereo audio to a television, and as the A/V pin shape is different, this cable is only useful for later Mega Drive systems. There is a slight caveat, as although it uses the same standard as the Video Monitor Cable before it, the Mega Drive 2 console is known to output a slightly lesser picture than some original model Mega Drives, although this is purely on a console hardware level rather than an issue with the cable itself. Genesis 3 consoles are bundled with this cable and it is also compatible with the Sega Nomad.

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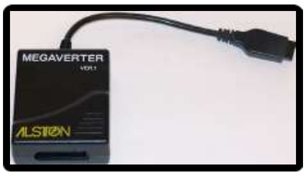
Megaverter

Manufacturer Alston



The Megaverter by Alston is an extremely rare adapter which allows SNES controllers to be used on a Sega Mega Drive (and by extension, other consoles with similar DE-9 setups such as the Sega Master System and Atari 2600). A short run of Megaverters ("version 1" - it is unknown if there was ever a "version 2") were produced in the early 1990s and can handle six button setups.

"segaretro.org"

Team Player

Manufacturer Sega

The Team Player, known in Europe as the 4-Player Adaptor or Multiplayer (second model) and as the Sega Tap in Japan, is a peripheral released by Sega for the Sega Mega Drive, allowing for up to four players to plug Mega Drive controllers into the unit for use in video games for four or more players. It is one of several solutions to combat the lack of controller ports, with the 4 Way Play and J-Cart attempting to achieve similar results.

The original model of the Team Player (MK-1654) and its international equivalents use a single connector cable, leaving an additional port on the console free for a fifth player. Alternatively, the second port could house a further Team Player, for up to 8 simultaneous players. When not in "MULTI" mode, the Team Player's switch can be used to specify which controller is mapped to the Mega Drive's first controller port, so that the player is able to switch between control pads and the Sega Mouse without detaching or connecting controllers. This original version competed directly with Electronic Arts's 4 Way Play for support, with many of that publisher's titles supporting only their adapter, while other publishers preferred Sega's device.

To resolve this split in the platform's user base, Sega released a second Team Player model (MK-1647) which features two connector cables and support for EA's previously "exclusive" games. To use the "EXTRA" mode which supports these titles, both connectors must be plugged into the Mega Drive's controller ports, while Team Player-compatible titles still need only one connector inserted, as in the original model. The improved software compatibility and the use of cables rather than connectors molded directly into the adapter put the MK-1647 at an advantage over the 4 Way Play, which required both controller ports to be the same distance apart (thus preventing it from working with the CDX or X'eye).

"segaretro.org"

Super Multi-play

Manufacturer Performance

The Super Multi-play is a third-party multitap manufactured by Performance for use with the Sega Mega Drive. It was only released in the US.

The Super Multi-play is built similarly to Sega's own Team Player adapter (the original version), but features a switch allowing it to play games developed for use with the 4 Way Play. Because these two peripherals work in different ways, the Super Multi-play actually has three leads which can be plugged into the Mega Drive. The left lead acts like the original Sega Team Player (which only required one controller port), while the two on the right act like the 4 Way Play, and must be inserted in both controller ports to play 4 Way Play games.

Unlike the Team Player, the Super Multi-play does not allow you to manually select how many controllers are plugged in, and therefore always gives the signal all four controller ports are occupied even if they aren't. This doesn't usually affect gameplay, however.

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4 Way Play

Manufacturer Electronic Arts

The 4 Way Play is an accessory created by Electronic Arts for the Sega Mega Drive. It allows for up to four players to play together in certain games. Largely, mostly games designed by EA itself supported it. When first released, Sega's official Team Player multi-player adaptor was not compatible with 4 Way Play games. Later releases fixed this incompatibility issue.

"segaretro.org"

Genesis Speakers

Manufacturer Sega?

The Genesis Speakers (for lack of a better name) are a simple pair of speakers with Sega Genesis branding.

The speakers were not sold in stores, instead given away in late 1990 and early 1991 to North American customers who had purchased three Mega Drive games between 26th December 1990 and 28th February 1991. At the time, it was not uncommon for televisions to only output sound through one speaker (i.e. they are monaural), and likewise, the original model Mega Drive can only output stereo sound via its built-in headphone socket. The idea, then, was that if these speakers were plugged in to a Mega Drive console, users could experience better quality sound with their games.

Today stereo speakers are commonplace, are built into most televisions and have been superseded in modern consoles by various forms of surround sound setups. The redesigned Mega Drive 2 console also outputs stereo to the television (and lacks a headphone socket), removing the need for these peripherals to exist. The speakers themselves are not Mega Drive-specific, however they command slightly higher prices second-hand for their novelty value.

"segaretro.org"

Power Base Converter

Manufacturer Sega

The Power Base Converter, known as Mega Adaptor in Japan, Master System Converter in Europe and Adaptador Para os Jogos Master System in Brazil, is a peripheral for the Sega Mega Drive allowing it to play Sega Master System cards or cartridges.

One of the key design features of the Mega Drive is its compatibility with its immediate predecessor, the Master System, as the Mega Drive's design is based upon the Master System's design, albeit enhanced and extended in many areas. As the cartridge slot of the Mega Drive is shaped differently than that of the Master System, and because its games could not be played directly through the Mega Drive, Sega released the Power Base Converter, an accessory that is placed between a Master System cartridge and the Mega Drive, allowing the user to play the previous generation of Sega games without the need for an extra console.

The Power Base Converter does not contain any Master System components but acts as a pass-through port. The converter contained 2 slots. The top slot was for cartridge based games. The front slot was for card based games and accessories. The Power Base Converter would be fully compatible with the cost-reduced Mega Drive II, were it not for the different shape of the Mega Drive II's casing.

One can remove or modify the PBC casing, allowing it to work on a Mega Drive II. The alternative is the differently shaped Master System Converter II, though this accessory was only released in Europe. The Master System Converter II is also fully compatible with the original Mega Drive, but lacks the ability to run cards.

In order to achieve backwards compatibility, the original Master System central processor and sound chip (the Z80 and SN76489) are included in the Mega Drive/Genesis and the new Video Display Processor is capable of the Master System VDP's mode 4. Once a Master System game is inserted, the system's bus controller chip will put the Z80 in control leaving the 68000 idle.

Both 2-button Master System pads and standard Mega Drive pads can be used to play SMS games. Due to slight differences in how the Mega Drive pads operate, some Master System games may inadvertently cause the wrong set of inputs to be selected in a 3/6-button pad and prevent input from working properly. In this case a Master System controller must be used. Like the Master System, the PAUSE button is not part of the gamepad connector and instead is implemented as a pushbutton switch on the Power Base Converter or similar devices.

MASTER MEGA CONVERTER for MEGADRIVE
LETS YOU PLAY MASTER SYSTEM GAMES IN YOUR MEGADRIVE
GAME ADAPTOR
8 BIT ADAPTOR for MEGADRIVE I and II
QUALITY ACCESSORIES

Master Mega Converter

Manufacturer HES

The Master Mega Converter is a third-party alternative to the Power Base Converter, allowing Sega Mega Drive consoles to run Sega Master System cartridges. It was released by HES in 1995.

Its shape makes it more practical than the Power Base Converter in that it fits into any model of Sega Mega Drive (similar to the Master System Converter II in Europe). It also includes a pause button. Unfortunately the unit lacks a card slot, and is incompatible with 3D Master System games.

"segaretro.org"

MD 8bit Converter

Manufacturer Loose Logic

The MD 8-bit Converter is a Sega Mega Drive accessory produced for Japan by Loose Logic in 2004. It is essentially a smaller Power Base Converter, allowing Japanese Sega Mega Drives to play Sega Master System games of all regions.

The device is very flimsy, so much so that the PCB is always visible. Connected to the PCB at the top is a NTSC-U/PAL cartridge slot, while on the back is a NTSC-J cartridge slot. The device otherwise works in the same way the Power Base Converter does.

The box design is also based on the styles used with SG-1000 cartridge-based games.

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Pro MegaMaster

Manufacturer Datel

Pro MEGAMASTER
NOW YOU CAN PLAY MASTER SYSTEM™ GAMES ON THE MEGADRIVE™
BUILT-IN PAUSE BUTTON
CHOOSE FROM THE HUGE RANGE OF LOW PRICE MASTER SYSTEM™ GAMES AND PLAY THEM ON ANY MEGADRIVE™

The Pro MegaMaster essentially serves as a smaller and cheaper alternative to the Power Base Converter, allowing Mega Drive owners to play Sega Master System games. Though the device has a built in pause button, it is unable to read games on Sega Cards, and like the Power Base Converter will not function with SG-1000 cartridges (should an extra converter be used to take into account the differing cartridge shape).

Like all Datel's products from the era the Pro MegaMaster was not endorsed by Sega. It was also sold in limited quantities primarily in the UK, making it a rarer item than the Power Base Converter.

"segaretro.org"

Mega/Master Adaptor

Manufacturer Dynacom

MEGA MASTER ADAPTOR
Transforme seu Mega Drive* em 2 em 1
DYNACOM

The Mega/Master Adaptor is a third-party accessory developed by Dynacom. It was most likely intended for the Dynacom Megavision clone console, however this results in it being compatible with the Sega Mega Drive. It was only released in Brazil.

The Mega/Master Adaptor is essentially a Power Base Converter minus the card slot (similar to the redesigned Master System Converter II). It is notable because in Brazil, it was released before Sega's official hardware (distributed by Tec Toy), yet is a much smaller and cheaper piece of hardware performing the same basic task. No Master System games on Sega Card were released in Brazil, making the extra features of the Power Base Converter useless to non-collectors.

Interactor

Manufacturer Aura Systems

The Interactor is a wearable Sega Mega Drive (and SNES) accessory released by Aura Systems in 1994. It was advertised as being a virtual reality device, in which the player would be able to "feel" actions in games (e.g. if punched, the player would be given a physical bump), a form of haptic feedback.

In reality the Interactor is a glorified set of stereo speakers, compatible with any device with a standard headphone output (though specific cables were offered for easier use with the two aforementioned consoles). It uses sound to create pulses near the user's chest or back - it has no way of discerning what happens on screen.

"segaretro.org"

StuntMaster

Manufacturer Victormaxx

The StuntMaster is a "virtual reality" headset created by Victormaxx for the Sega Mega Drive and Super Nintendo. It is similar to Sega's plans for their unreleased Sega VR system, though no games were designed specifically for it. It was only released in North America.

The StuntMaster is essentially a large pair of goggles with two built-in LCD screens which project the image into each eye. As no 3D effects are implemented in the headset (and no games for either console supporting 3D output), it essentially acts as a TV. It requires its own power source which is provided with the unit.

The StuntMaster is notoriously difficult to set up without an instruction manual, and comes with some odd features such as an attached "CV" documenting the fictional "life" of the unit. It will not function with the Sega Mega Drive model 2 as it relies on the back DE-9 port of the model 1.

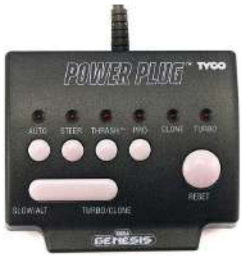
It is a very large and heavy unit which puts pressure on the front of the head, though there is also a clip which can attach to the player's shoulder to attempt to hold it upright (at the expense of being able to turn). Like Nintendo's Virtual Boy console (and numerous other attempts at "virtual reality"), prolonged use is not advised.

Some games are incompatible with the unit (mainly those which require light gun support), though a definitive list has not been created.

"segaretro.org"

Power Plug

Manufacturer Tyco



The Power Plug is a third-party accessory by Tyco designed for the Sega Mega Drive. It was only released in North America.

The Power Plug supposedly has the power to turn any standard Mega Drive controller into the "ultimate weapon", by adding various types of turbo features. A controller is plugged into the Power Plug, which is then plugged into the console. Little else is currently known about the unit.

The device assists in controlling the Mega Drive, mainly through storing macros (button presses, and their order, for example, quarter circle forward, then C, for a Fire Ball in street fighter II). "Thrash" provides built in presets for a few common games (for example, the special moves for Ryu in Street Fighter II: Special Champion Edition and "Pro" allows the user to program the device to perform custom moves (for example, a fatality move for Mortal Kombat, or a cheat code that has to be executed quickly (like the Sonic the Hedgehog 3 level select) can be programmed slowly, one button at a time.

"segaretro.org"

Super Magic Drive

Manufacturer Front Far East

The Super Magic Drive, manufactured by Front Far East, is a copier that dumps game cartridge info to four different types of floppy disks or to a PC directly via a parallel port. These files come in SMD format, which in turn can be used on an emulator. In addition, putting different floppy disks in the Super Magic Drive allows them to be playable on the Sega Mega Drive.

It also has features for supporting battery-backed RAM present in some game cartridges, as well as providing functions for disk management. With an adapter, the Super Magic Drive can copy and play SNES games too. Another allows PC Engine games to be copied, but the games have to be loaded from the external disk drive every time instead of being able to play them from the memory. In addition, the Super Magic Drive serves as a Japanese/North American/European ROM converter.

"segaretro.org"

Interceptor Mega Disk

Manufacturer Sane Ting

The Interceptor Mega Disk is a third-party peripheral for the Sega Mega Drive, manufactured without a license by Sane Ting. Its exact origins are still unknown but it assumed to be a Taiwanese creation. It was released in Italy under the name "Mega Beck Up".

It acts as a method of dumping the ROMs from Mega Drive cartridges to 3½-inch floppy disks - similar to other devices such as the Super Magic Drive. The Mega Disk, however, is all contained in one unit, and like the Power Base Converter, is only compatible with the original model of the Mega Drive due to its shape. The Mega Disk is housed in the Mega Drive's cartridge slot, dwarfing the console and uses an "Interceptor Specify Card" to "save data" - presumably this is a flash cartridge of some description.

The Mega Disk can handle the dumping of games as well as the transfer of data between disks. Curiously there was an extra adapter released which allows the device to become a "Super Disk", with the ability to dump SNES games.

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Double Pro Fighter

Manufacturer Front Far East

The Double Pro Fighter is a cartridge backup add-on for the Sega Mega Drive and SNES.

"segaretro.org"

RetroGen

Manufacturer Retro-bit

The RetroGen is an accessory for the SNES, allowing the console to play Sega Mega Drive games. The RetroGen is less impressive than it sounds - it is effectively a Mega Drive console housed within a SNES game cartridge. It draws its power from the SNES and uses the SNES controllers for input, but requires its own separate A/V cables. The internals of the Super Nintendo are rarely used - everything is done from within the cartridge.

Everdrive MD

Manufacturer KRIKzz

The Everdrive MD, originally known simply as the Everdrive is a flash cartridge for the Sega Mega Drive. Like other releases in the Everdrive family, it allows Mega Drive ROMs, loaded onto an SD card (with a capacity up to 32GB), to be to be played on real hardware.

The Everdrive MD is capable of running every known Sega Mega Drive game (including the 6MB Super Street Fighter II) bar Virtua Racing, which requires an additional processor originally included in the retail cartridge. It can also run Sega 32X and Sega Master System games (with a pause button included on the top of the cartridge for the latter). Game ROMs are loaded from an SD card into the Everdrive's memory via a simple text menu, and a ROM will remain in memory until another replaces it, even if the console is switched off. SRAM game saves can also be loaded to and from the SD card.

It can also be used to change the BIOS of the Sega Mega-CD, eliminating the region lock. Game Genie codes are also supported.

An improved Everdrive, the Mega Everdrive was released for the console in 2012.

"segaretro.org"

Game Genie

Manufacturer Codemasters

GAME GENIE
GENESIS
SEGA

The Sega Mega Drive version of the Game Genie is a specialised "cheat cartridge" (or "video game enhancers") developed by Codemasters for the which allows the user to manipulate video games.

Though developed by Codemasters, distribution was handled by Camerica in Canada and Galoob in the United States (and Europe, with the help of third-party distributors). Following the controversy of a NES version of the device - of which Nintendo unsuccessfully tried to block, the Mega Drive (and Game Gear enhancer) were adopted by Sega as officially licensed products.

The Game Genie brand has since been discontinued, however the idea lived on through Action Replay and GameShark hacking devices on newer consoles in the years which followed. Game Genie codes have since become a supported feature in most emulators.

"segaretro.org"

Game Wizard

Manufacturer Innovation

Game Wizard
The Ultimate Game Enhancer
By Innovation

The Game Wizard is a "video game enhancer" released for the Sega Mega Drive that was released by Innovation for the which allows the user to manipulate video games.

It is similar to the (Pro) Action Replay and the codes are in the same format, with up to four codes being able to be entered at once. A SNES version was also released but info on the Mega Drive version seems to be more rare to come by.

While essentially a cheaper alternative to Datel's Action Replay, Innovation claimed the Game Wizard had an edge as it is fully compatible with X-Men, a game that requires a soft reset at one point in the game.

A Sega Game Gear version of the Game Wizard was advertised, though whether it made it to production is currently uncertain.

"segaretro.org"

Sega Mega Anser

Manufacturer Tectoy

The Sega Mega Anser was an accessory for the Sega Mega Drive which gave access to various online services in Japan. It came with the Ten Key Pad and required the Sega Mega Modem. With an optional printer it could print receipts, statements, among other banking info.

Though it came with its own software, specialized software was also built for it:

- Naisu-kun Mini, for the Bank of Nagoya
- Osaka Bank My Line, for some bank "Osaka Bank"
- Sumisei Home Tanmatsu, for Sumitomo Life life insurance

"segaretro.org"

Mega Modem

Manufacturer Sega

The Mega Modem is a modem for the Sega Mega Drive released in 1990 exclusively in Japan. It allows a Mega Drive owner to connect his console to the Internet through services provided by Sega. Ultimately, three services made use of the modem: the Mega Anser, Sega Meganet, and Sansan (there have been other banking services: Naisu-kun Mini and Osaka Bank My Line; and Sumisei Home Tanmatsu, which appears to be a life insurance system — whether or not they use Mega Anser is unconfirmed).

The modem connects to the back of a Mega Drive through the third DE-9 expansion port; consequently, it will only connect to a Model 1 Mega Drive. Furthermore, two models of the Mega Modem are known to exist: one that connects to the Internet through a phone line (which was sold both standalone and with the Meganet's Sega Game Library cartridge) and one that connects through an RS232C cable built into the unit.

According to promotional materials, the Mega Modem would have been renamed the TeleGenesis if it were released in the US. This variant was once set for release in July 1990 for around $100, but was cancelled for unknown reasons. The original model of the Team Player (MK-1654) and its international equivalents use a single connector cable, leaving an additional port on the console free for a fifth player. Alternatively, the second port could house a further Team Player, for up to 8 simultaneous players. When not in "MULTI" mode, the Team Player's switch can be used to specify which controller is mapped to the Mega Drive's first controller port, so that the player is able to switch between control pads and the Sega Mouse without detaching or connecting controllers. This original version competed directly with Electronic Arts's 4 Way Play for support, with many of that publisher's titles supporting only their adapter, while other publishers preferred Sega's device.

"segaretro.org"

Mega Terminal

Manufacturer Sega

MD
SEGA
MEGA ターミナル
1200·2400bps

The Mega Terminal is a Japan-only accessory for the Sega Mega Drive. It is exceptionally rare and has not been widely documented, however is known to interact with the Sega Mega Modem in some way.

It is presumed the device can link up to an ISDN telephone line and transmit (or recieve) data at a rate of 1200-2400bps.

"segaretro.org"

XB∀ND

Manufacturer Catapult

XBAND is the name of a video game modem/online service offered by Catapult in the mid-1990s. It allowed video game consoles to connect to the internet, so players could compete online, as well as check emails (or “xmails” as they were called here) and read news about the service. Though not the first online service to be offered to video game consumers, it was one of the first to be released outside of Japan.

As a third party invention, XBAND modems were available for several consoles - the Genesis in North America and Brazil, and the SNES, also in North America. The XBAND name was not retained across regions of the world. In Brazil the Mega Drive service came in the form of the Mega Net 2 (following the Tectoy Mega Net, a slightly different service). In Japan, the technology would later be used to power the Sega Saturn Modem.

As with most old online systems, the XBAND servers no longer exist, meaning the modems are without purpose.

“segaretro.org”

Tectoy Mega Net

Manufacturer Tectoy

Mega Net was an online service for Brazilian owners of the Sega Mega Drive, in the vein of Japan’s Sega Meganet service. As with most Brazilian products with a relation to Sega, the service was started and maintained by Sega’s Brazilian distributor Tectoy, and as such, it did not exist outside of Brazil.

Tectoy’s Mega Net service began in late 1995, and required a proprietary Mega Net modem accessory to be inserted into the Mega Drive’s cartridge slot. Unlike similar services across the world such as North America’s Sega Channel, the Mega Net service allowed users to send and receive emails, “text chat” (a.k.a. instant messaging) and maintain a journal. It was also able to retrieve news from Tectoy regarding new game releases.

The Mega Net service was designed to be used in conjunction with the Mega Drive Keyboard.

The Tectoy Mega Net was followed by the Mega Net 2, which is based on XBAND hardware.

“segaretro.org”

Telebradesco Residência

Manufacturer Tectoy

Telebradesco Residência is an exceptionally rare accessory for the Sega Mega Drive, distributed solely in Brazil. Similar to the Mega Net, it is a cartridge with a built in modem, allowing the user to access bank account details. It was distributed for free with Bradesco bank accounts.

“segaretro.org”

Cleaning System

Manufacturer Sega

The Cleaning System is a simple device which simply extracts dirt. Unlike other cleaners, it requires no fluids, although depending on the situation this may mean it does not fix the problem.

Demo System DS-16

Manufacturer Sega

The Demo System DS-16 is an add-on for the Sega Mega Drive used for store kiosks. Six Mega Drive cartridges can be inserted into the unit, and then switched between via an extra button (which would be hooked up to a kiosk cabinet). It was not made available to the general public, though some third-party companies announced similar substitutes (such as the unreleased Video Jukebox).

The DS-16 was not meant to be seen from the outside, and is therefore an ugly-but-practical unit. It connects to the Mega Drive's expansion port in a not-very-secure way, presumably because unlike the Sega Mega-CD, it was unlikely to ever be moved during play.

Sega went through several kiosks during the Mega Drive years, and this one was primarily used in North America. It only accepts western-style cartridges.

Not much is known about the system but this much is known. The unit does not function with carts that have an SRAM save function built in like on a Sonic 3 cart. This is no doubt due to the fact that this device was made for the demonstration of games and therefore the store owner would not want any games to have saved progress on them. As of 11/15 it has been confirmed that demo unit serial b10000372 can play sram equipped games. Other units might also be capable of playing sram equipped games as well.

The system also has a built in timer function that can switch the games automatically at a set interval. The time per game can be adjusted with a potentiometer and it can be turned off completely with a switch on the back.

The image doesn't show it, but there is also a cage that locks into place on the top over the game carts. This is to no doubt help deter thieves should they get access to the unit or perhaps to protect the game carts. It slides in place through two slots in the back and locks in the front with a barrel lock.

"segaretro.org"

Sprobe

Manufacturer Electronic Arts

The Sprobe or Sega Probe is an unofficial development kit created by Electronic Arts for the Sega Mega Drive.

The Sprobe dates back to the late 1980s, in which Sega were unable to meet demand for Mega Drive development kits. Not wishing to invest extra time and money, EA "borrowed" a development kit from an unnamed third party, and reverse engineered its contents, creating the Sprobe.

The Sprobe has all the features of a regular model 1 Mega Drive (housed within the Sprobe is the innards of a real console) plus debugging equipment and the ability to connect to a computer. Though it was never mass produced, a small number of copies were created for use throughout the company.

Very little is known about the "real" Mega Drive development kit, so comparing the two at this present time is impossible.

EA actually keeps a Sprobe on display at their headquarters.

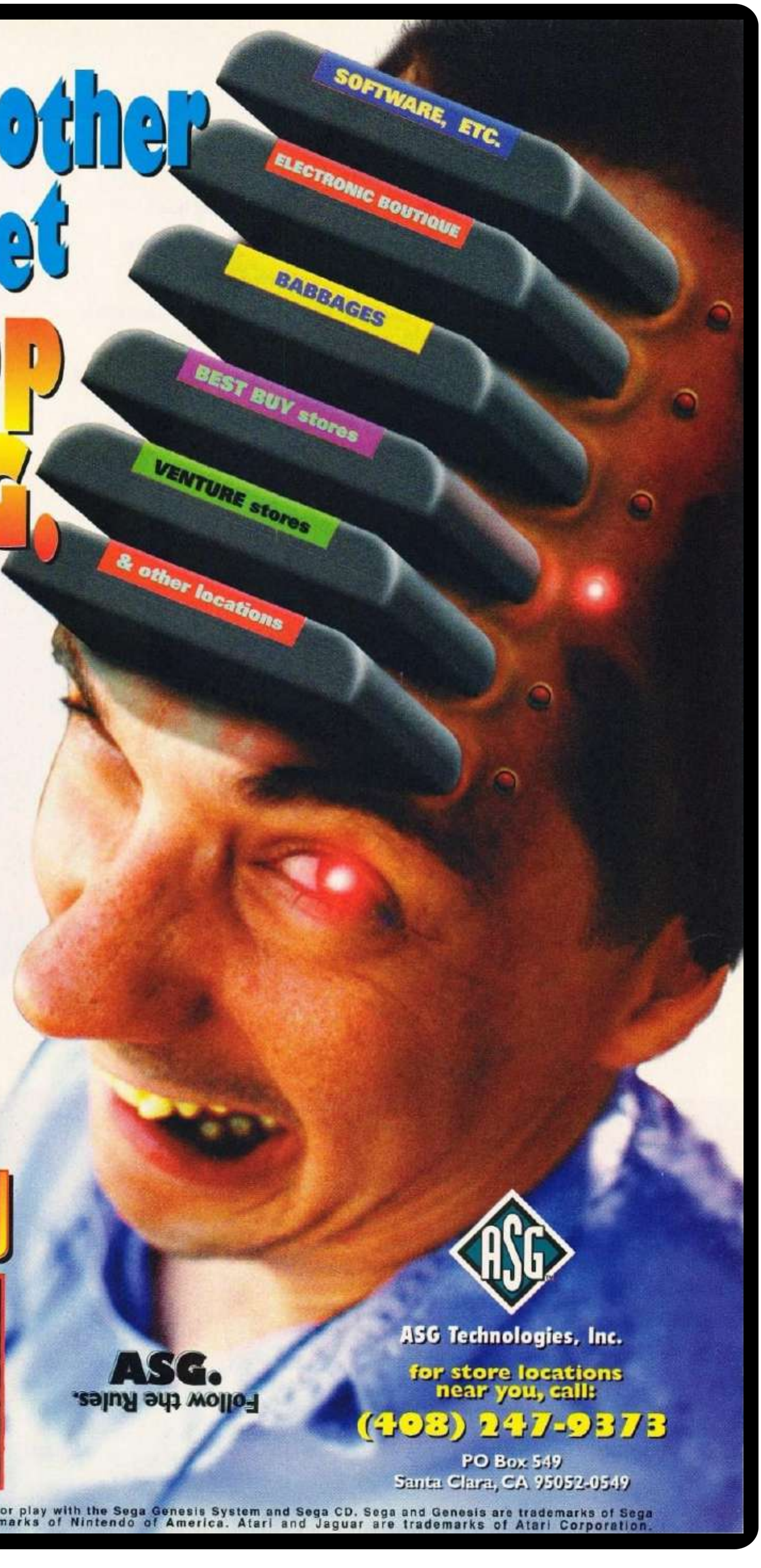
"segaretro.org"

Video Jukebox

Manufacturer ASG Technologies

The Video Jukebox, "nicknamed" VJ, is an unreleased accessory for the Mega Drive. The VJ would allow the user to choose between up six Mega Drive games without the need to open boxes and insert cartridges.

The ONLY other way to get NONSTOP GAMING.


SOFTWARE, ETC.
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& other locations

Keep your games networked on a VJ. On-line all the time. What's the point of having only one game in the Genesis or SNES when you can attach up to SIX VJs (36 carts) at once?!

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Cartridge Caddy

Manufacturer Nuby

The Cartridge Caddy is a storage solution for Sega Mega Drive (and by extension, Sega Master System) games offered by Nuby during the early 1990s. At some point it was adopted by Sega as an official product.

The title is misleading as it does not store Sega cartridges, but rather, Sega's plastic "clamshell" boxes.

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Cartridge Soft Pak

Manufacturer Nuby

The Cartridge Soft Pak is a bag created by Nuby that is specifically designed to carry eight Sega Master System or Sega Mega Drive game boxes. The accessory was officially endorsed by Sega in North America and Europe.

Cartridge Soft Paks also exist for the NES (for cartridges, not boxes).

"segaretro.org"

Game Cartridge Organizer

Manufacturer A.L.S. Industries

The Game Cartridge Organizer is an officially licensed method of storing Sega Mega Drive (or Sega Master System) game cartridges. It holds 24 in total.

"segaretro.org"

Video Entertainment Center

Manufacturer A.L.S. Industries

The Video Entertainment Center is a video game console "organiser" for the Sega Mega Drive, manufactured by A.L.S. Industries.

The Video Entertainment Center is effectively a decorated piece of plastic (with a transparent plastic lid), shaped for easy storage of a Mega Drive (model 1) console, sixteen game cartridges (and manuals), a Power Base Converter, controllers and various leads. It was designed as an easier way of storing the console when not in use, however needs to be discarded if the user wishes to play a game, as it does not provide adequate space for inserted controllers and leads. It also pre-dates bigger peripherals such as the Sega Mega-CD and Sega 32X.

The Video Entertainment Center was not released outside of North America. A.L.S. Industries also released a similar product for the Nintendo Entertainment System

"segaretro.org"

Video Game Organizer

The Video Game Organizer is a video game console organizer for the Sega Genesis. It holds an original model Genesis, two control pads and 28 game cartridges. The back has a hole for cords to be plugged in so that the lid of the organizer can be placed over while still plugged in.

"segaretro.org"

These pages consist of (hopefully) every Mega Drive game. The games are listed in several categories: US, EU, AU, JP, BR, and AS.
I used the site segaretro.org for making this list.

The Checklist are made for people to cross out the games they have. “C” measn the cart. “I” is the manual/information. “B” is the box. And “S” is for collectors who collect sealed games.

US Genesis LIST

The first list is made up of only games released in North-America (NTSC). The NTSC version of a Genesis game can be easily recognised on the name, Genesis.

Sega-manufactured Japanese, Korean and Asian cartridges are shaped differently to those seen in North America, South America, Europe and Oceania, however the differences largely concern the aesthetics.

Game Title	Game-ID	Pg	C	I	B	S
3 Ninjas Kick Back	T-113076	12				
6-Pak	N/A	357				
688 Attack Sub	1401	12				
A Dinosaur's Tale	T-112036	12				
Aaahh!!! Real Monsters	T-139066	13				
Aero the Acro-Bat	T-15056	16				
Aero the Acro-Bat 2	T-15166	16				
Aerobiz	T-76046	16				
Aerobiz Supersonic	T-76136	17				
After Burner II	1104	17				
Air Buster: Trouble Specialty Raid Unit	33026	17				
Air Diver	T-35026	18				
Al Michaels Announces HardBall III	ACLD012	127				
Alex Kidd in the Enchanted Castle	N/A	18				
Alien 3	T-81096	18				
Alien Storm	N/A	19				
Alisia Dragoon	670-2139	19				
Altered Beast	N/A	20				
American Gladiators	T-83056	20				
Andre Agassi Tennis	T-101016	20				
Animaniacs	T-95176	21				
Another World (Out of This World)	T-70106	21				
Arcade Classics	1715	22				
Arch Rivals	T-81056	22				
Arcus Odyssey	N/A	22				
Ariel the Little Mermaid	1041	23				
Arnold Palmer Tournament Golf	1203	23				
Arrow Flash	49046	23				
Art Alive!	1703	24				
Art of Fighting	1146	24				
Astérix and the Great Rescue	1532	24				
Atomic Robo-Kid	T-24016	25				

Game Title	Game-ID	Pg	C	I	B	S
Atomic Runner	T-13036	25				
ATP Tour Championship Tennis	1234	26				
Awesome Possum Kicks Dr. Machino's Butt!	T-48226	26				
AWS Pro Moves Soccer	N/A	225				
Ayrton Senna's Super Monaco GP II	1135	282				
B.O.B.	719201	28				
Back to the Future Part III	T-69046	28				
Ballz 3D	T-119126	29				
Barbie Super Model	T-112026	29				
Barkley Shut Up and Jam 2	T-119186	30				
Barkley Shut Up and Jam!	T-119066-00	30				
Barney's Hide & Seek Game	1534	30				
Bass Masters Classic	T-100096	31				
Bass Masters Classic: Pro Edition	T-100116	31				
Batman	15016	31				
Batman Forever	T-81336	32				
Batman Returns	1045	32				
Batman: Revenge of The Joker	T-15046	32				
Battle Squadron	702701	34				
Battlemaster	T-69066	33				
Battletech: A Game of Armored Combat	T-22066	34				
Battletoads	T-97026	34				
Battletoads & Double Dragon: The Ultimate Team	T-97066	35				
Beast Wrestler	T-49116	35				
Beauty and the Beast: Belle's Quest	T-15106	35				
Beauty and the Beast: Roar of the Beast	T-15116	36				
Beavis and Butt-Head	T-139016	36				
Best of the Best: Championship Karate	T-107016	37				
Bill Walsh College Football	714501	37				
Bill Walsh College Football '95	734801	39				
Bimini Run	55016	39				
Bio-Hazard Battle	1060	39				
Blades of Vengeance	708401	40				
Blaster Master 2	T-15076	41				
Blockbuster World Video Game Championship II	N/A	41				
Blockout	705501	41				
Bloodshot	N/A	41				
Bonanza Bros.	1124	42				
Bonkers	1055	83				
Boogerman: A Pick and Flick Adventure	T-125066	43				
Boxing Legends of The Ring	T-107026	43				
Bram Stoker's Dracula	T-93016	43				
Brett Hull Hockey '95	T-119076	44				
Brutal: Paws of Fury	T-83136	45				
Bubba 'N' Stix	T-115026	45				
Bubble and Squeak	T-15096	45				

Game Title	Game-ID	Pg	C	I	B	S
Bubsy II	T-119136	46				
Bubsy in Claws Encounters of the Furred Kind	T-119026	46				
Buck Rogers: Countdown to Doomsday	709601	47				
Budokan: The Martial Spirit	701801	47				
Bugs Bunny in Double Trouble	1840	47				
Bulls versus Blazers and the NBA Playoffs	720201	48				
Bulls vs Lakers and the NBA Playoffs	709901	48				
Burning Force	T-14026	48				
Cadash	11086	50				
Caesars Palace	T-70146	50				
Cal Ripken Jr. Baseball	T-87046	50				
Caliber.50	T-58026	51				
California Games	1207	51				
Captain America and the Avengers	T-13056	53				
Castle of Illusion Starring Mickey Mouse	1015	53				
Castlevania: Bloodlines	T-95076	54				
Centurion: Defender of Rome	702501	54				
Chakan	1047	54				
Champions World Class Soccer	T-81296	56				
Championship Bowling	T-58056	56				
Championship Pool	T-87076	56				
Championship Pro-Am	T-97046	57				
Chase H.Q. II	T-11106	57				
Chester Cheetah: Too Cool to Fool	T-33056	58				
Chester Cheetah: Wild Wild Quest	T-33066	58				
Chi Chi's Pro Challenge Golf	T-70186	59				
Chiki Chiki Boys	1075	59				
Chuck Rock	70036	60				
Chuck Rock II: Son of Chuck	T-70156	60				
ClayFighter	T-125036	61				
Cliffhanger	T-93036	61				
Clue	T-89016	61				
Coach K College Basketball	752101	62				
College Football USA 96	7491	62				
College Football USA 97	7716	62				
College Football's National Championship	1227	63				
College Football's National Championship II	1241	63				
College Slam	T-81576	63				
Columns	N/A	65				
Columns III: Revenge of Columns	T-23056	65				
Combat Cars	T-119106	65				
Comix Zone	1569	66				
Contra: Hard Corps	T-95106	66				
Cool Spot	T-70196	66				
Corporation (Cyber-Cop)	70016	70				
Cosmic Spacehead	T-15013	67				

Game Title	**Game-ID**	**Pg**	**C**	**I**	**B**	**S**
Crack Down	47046	67				
Cross Fire	29016	68				
Crusader of Centy	T-144026	68				
Crüe Ball	707201	68				
Crystal's Pony Tale	1544	69				
Cutthroat Island	T-81516	70				
CyberBall	N/A	70				
Cyborg Justice	1024	71				
Daikoukai Jidai II (Uncharted Waters: New Horizons)	T-76126	314				
Darius II (Sagaia)	T-11016	246				
Dark Castle	703401	73				
Dashin' Desperadoes	T-13066	73				
David Crane's Amazing Tennis	T-86036	74				
David Robinson's Supreme Court	1214	74				
Davis Cup Tennis	T-48206	74				
Deadly Moves	T-33046	77				
Death Duel	T-56036	78				
Decap Attack	1027	78				
Demolition Man	T-81486	79				
Desert Demolition Starring Road Runner and Wile E. Coyote	1062	79				
Desert Strike: Return to the Gulf	702201	79				
Devilish: The Next Possession	T-47066	80				
Dick Tracy	1014	80				
Dick Vitale's "Awesome, Baby!" College Hoops	T-48236	81				
Dino Land	T-49076	81				
Dinosaurs for Hire	1050	82				
Disney's Aladdin	1058	82				
DJ Boy	33016	83				
Doom Troopers	T-132066	188				
Double Dragon	ACLD009	84				
Double Dragon 3: The Rosetta Stone	T-81166	85				
Double Dragon V: The Shadow Falls	T-97106	85				
Dr. Robotnik's Mean Bean Machine	1706	86				
Dragon: The Bruce Lee Story	T-81496	88				
Dragon's Fury	301034-0150	88				
Dragon's Revenge	T-48266	88				
Duke Nukem 3D *(unlicenced)*	N/A	89				
Dune II: Battle for Arrakis	T-70246	90				
Dungeons & Dragons: Warriors of the Eternal Sun	1304	90				
Dynamite Duke	N/A	91				
Dynamite Headdy	1543	91				
Earnest Evans	49176	92				
Earthworm Jim	T-132036	92				
Earthworm Jim 2	T-132056	92				
Ecco Jr.	1554	93				
Ecco the Dolphin	1042	93				

Game Title	Game-ID	Pg	C	I	B	S
Ecco: The Tides of Time	1553	93				
El Viento	49136	94				
Elemental Master	T-49236	94				
ESPN Baseball Tonight	T-93056	95				
ESPN National Hockey Night	T-93176	95				
ESPN Speedworld	T-93166	95				
ESPN Sunday Night NFL	T-93046	96				
ESWAT: City Under Siege	1110	96				
Eternal Champions	1145	96				
Evander Holyfield's 'Real Deal' Boxing	1215	97				
Ex-Mutants	1074	97				
Exile	49186	98				
Exo Squad	T-132026	98				
F-117 Night Storm	720801	99				
F-15 Strike Eagle II	T-104036	100				
F-22 Interceptor: Advanced Tactical Fighter	701501	100				
F1	T-88066	100				
Family Feud	T-83076	102				
Fantasia	1021	102				
Fantastic Dizzy	T-15002	102				
Fatal Fury	T-103016	104				
Fatal Fury 2	T-103046	104				
Fatal Labyrinth	1309	105				
Fatal Rewind	709201	105				
Ferrari Grand Prix Challenge	T-81016	106				
Fever Pitch Soccer (Head-On Soccer)	T-79196	129				
FIFA 97: Gold Edition	7748	107				
FIFA International Soccer	725501	106				
FIFA Soccer 95	738401	107				
FIFA Soccer 96	757901	107				
Fighting Masters	T-24056	108				
Final Zone	T-49026	108				
Fire Shark	34016	109				
Flashback	T-79066	110				
Flicky	1022	110				
Foreman for Real	T-81506	111				
Forgotten Worlds	N/A	111				
Frank Thomas Big Hurt Baseball	T-81476	112				
Frogger	T-50901	113				
Fun 'n' Games	T-97056	113				
G-LOC: Air Battle	1120	114				
Gaiares	49066	114				
Gain Ground	49056	115				
Galaxy Force II	N/A	115				
Garfield: Caught in the Act	1556	116				
Gargoyles	T-239056	116				

Game Title	Game-ID	Pg	C	I	B	S
Garry Kitchen's Super Battletank: War in the Gulf	T-86016	278				
Gauntlet IV	T-48216	116				
Gemfire	T-76036	117				
General Chaos	714301	117				
Generations Lost	T-48326	117				
Genghis Khan II: Clan of the Gray Wolf	T-76066	118				
George Foreman's KO Boxing	T-81116	118				
Ghostbusters	N/A	118				
Ghouls'n Ghosts	N/A	119				
Gods	T-87016	121				
Golden Axe	N/A	121				
Golden Axe II	1122	121				
Goofy's Hysterical History Tour	T-86066	122				
Granada	49036	123				
GrandSlam: The Tennis Tournament '92 (Jennifer Capriati Tennis)	49226	144				
Greatest Heavyweights	1228	124				
Greendog: The Beached Surfer Dude!	1035	125				
Grind Stormer	T-48256	125				
Growl	11076	125				
Gunstar Heroes	1077	126				
Gynoug	25076	126				
Hard Drivin'	301017-0150	127				
HardBall '94	T-119086	128				
HardBall '95	T-119176	128				
Haunting Starring Polterguy	714901	129				
Heavy Nova	22046	129				
Hellfire	35036	131				
Herzog Zwei	1400	132				
High Seas Havoc	T-13076	132				
Hit the Ice	11096	132				
Home Alone	1046	133				
Home Alone 2: Lost in New York	1536	133				
Hook	T-93026	134				
Hyper Dunk: The Playoff Edition (Double Dribble: Playoff Ed.)	T-95126	86				
IMG International Tour Tennis	721801	137				
Indiana Jones and the Last Crusade	T-79046	138				
Insector X	47036	138				
Instruments of Chaos Starring Young Indiana Jones	1048	139				
Izzy's Quest for the Olympic Rings	T-79156	140				
Jack Nicklaus' Power Challenge Golf	T-119016	141				
James 'Buster' Douglas Knockout Boxing	1204	142				
James Bond 007: The Duel	T-48156	142				
James Pond 3: Operation Starfish	716601	143				
James Pond II: Codename RoboCod	708701	143				
James Pond: Underwater Agent	705301	142				
Jammit	T-70296	143				

Game Title	Game-ID	Pg	C	I	B	S
Jeopardy!	T-83026	145				
Jeopardy! Sports Edition	T-83126	145				
Jeopardy!: Deluxe Edition	T-83116	145				
Jerry Glanville's Pigskin Footbrawl	T-56056	146				
Jewel Master	1025	146				
Joe & Mac	T-103036	147				
Joe Montana Football	1205	147				
Joe Montana II Sports Talk Football	1209	147				
John Madden Football	700001	148				
John Madden Football '92	705801	148				
John Madden Football '93	715401	148				
John Madden Football: Championship Edition	N/A	152				
Jordan vs Bird	705101A	149				
Judge Dredd	T-81306	149				
Junction	N/A	149				
Jungle Strike	716201	151				
Jurassic Park	1056	151				
Jurassic Park: Rampage Edition	1557	151				
Justice League Task Force	T-81456	152				
Ka-Ge-Ki	T-47026	153				
Kawasaki Superbike Challenge	T-48356	153				
Kid Chameleon	1010	154				
King of the Monsters	T-103026	155				
King of the Monsters 2	T-103056	156				
King Salmon	T-23026	157				
King's Bounty: The Conqueror's Quest	703301	157				
Klax	301040-0150	158				
Krusty's Fun House	T-81036	158				
La Russa Baseball 95	729901	159				
Lakers versus Celtics and the NBA Playoffs	700401	159				
Landstalker: The Treasures of King Nole	1353	159				
Langrisser (Warsong)	T-24046	325				
Last Action Hero	T-93066	160				
Last Battle	N/A	160				
Lemmings	T-15026	161				
Lemmings 2: The Tribes	T-113036	162				
Lethal Enforcers	T-95096	163				
Lethal Enforcers II: Gun Fighters	T-95136	163				
LHX Attack Chopper	707701	163				
Liberty or Death	T-76106	164				
Light Crusader	1187	164				
Lotus II: RECS	726801	166				
Lotus Turbo Challenge	716301	166				
M-1 Abrams Battle Tank	1402	167				
M.U.S.H.A.	35046	167				
Madden NFL '94	714401	167				

Game Title	Game-ID	Pg	C	I	B	S
Madden NFL '95	737601	168				
Madden NFL 96	749301	168				
Madden NFL 97	768901	168				
Madden NFL 98	781601	169				
Marble Madness	708901	171				
Mario Andretti Racing	725901	171				
Mario Lemieux Hockey	1210	172				
Marko's Magic Football	T-88086	172				
Marsupilami	1841	172				
Marvel Land	T-14046	173				
Mary Shelley's Frankenstein	T-93086	173				
Master of Monsters	49156	173				
Math Blaster: Episode 1	T-152016	174				
Mazin Saga: Mutant Fighter	T-23036	175				
McDonald's Treasure Land Adventure	1067	175				
Mega Bomberman	1573	175				
Mega Games I	1702	366				
Mega Lo Mania	T-70056	176				
Mega Turrican	T-13086	177				
Menacer 6-Game Cartridge	1658	177				
Mercs	1119	179				
Michael Jackson's Moonwalker	N/A	179				
Mick & Mack as the Global Gladiators	T-70066	119				
Mickey Mania: The Timeless Adventures of Mickey Mouse	T-93156	180				
Mickey's Ultimate Challenge	T-112046	180				
Micro Machines	15001	180				
Midnight Resistance	T-13016	182				
Midway Presents Arcade's Greatest Hits	T-97126	328				
MiG-29 Fighter Pilot	N/A	182				
Might and Magic: Gates to Another World	703101	182				
Mighty Morphin Power Rangers	1570	183				
Mighty Morphin Power Rangers: The Movie	1578	184				
MLBPA Baseball	717401	185				
Monopoly	T-89026	186				
Mortal Kombat	T-81186	186				
Mortal Kombat 3	T-97116	187				
Mortal Kombat II	T-81346	187				
Ms. Pac-Man	301030-0150	188				
Muhammad Ali Heavyweight Boxing	T-70096	188				
Mutant League Football	708101	189				
Mutant League Hockey	722501	189				
Mystic Defender	1011	189				
Mystical Fighter	T-80016	190				
NBA Action '94	1221	191				
NBA Action '95 Starring David Robinson	1236	191				
NBA All-Star Challenge	T-81126	191				

Game Title	Game-ID	Pg	C	I	B	S
NBA Hang Time	T-97136	192				
NBA Jam	T-81326	192				
NBA Jam Tournament Edition	T-81406	192				
NBA Live 95	738101	193				
NBA Live 96	758601	193				
NBA Live 97	772801	193				
NBA Live 98	781801	194				
NBA Showdown '94	721401	194				
NCAA Final Four Basketball	T-158016	194				
NCAA Football	T-87106	195				
Newman-Haas IndyCar Featuring Nigel Mansell	T-81366	195				
NFL '95	1237	196				
NFL 98	1243	197				
NFL Football '94 Starring Joe Montana	1225	196				
NFL Quarterback Club	T-81276	197				
NFL Quarterback Club 96	T-81586	197				
NFL Sports Talk Football '93 Starring Joe Montana	1216	198				
NHL 95	719401	199				
NHL 96	748001	199				
NHL 97	760301	200				
NHL 98	782001	200				
NHL All-Star Hockey '95	1230	200				
NHL Hockey '94	722801	199				
NHL Hockey	704001	201				
NHLPA Hockey '93	714101	202				
Nigel Mansell's World Championship Racing	T-83066	202				
Nightmare Circus *(unreleased)*	N/A	202				
No Escape	T-113086	203				
Nobunaga's Ambition	T-76076	204				
Normy's Beach Babe-O-Rama	720401	204				
Olympic Gold	T-79016	205				
Olympic Summer Games	T-100116	205				
Onslaught	ACLD004	206				
Operation Europe: Path to Victory 1939-45	T-76096	206				
Outback Joey	N/A	205				
Outlander	T-87036	207				
OutRun	N/A	209				
OutRun 2019	1118	209				
OutRunners	T-13096	209				
P.T.O.: Pacific Theater of Operations	T-76056	210				
Pac-Attack	T-14116	210				
Pac-Man 2: The New Adventures	T-14126	210				
Pac-Mania	301018-0150	211				
Paperboy	301029-0150	212				
Paperboy 2	301037-0150	212				
Pebble Beach Golf Links	1231	213				

Game Title	Game-ID	Pg	C	I	B	S
Pelé II: World Tournament Soccer	T-119096	214				
Pelé!	T-119046	214				
Pete Sampras Tennis	T-120066	215				
PGA European Tour	735301	215				
PGA Tour 96	750901	215				
PGA Tour Golf	7002	216				
PGA Tour Golf II	715501	216				
PGA Tour Golf III	742701	216				
Phantasy Star II	N/A	217				
Phantasy Star III: Generations of Doom	1303	217				
Phantasy Star IV: The End of the Millennium	1307	218				
Phantom 2040	T-139036	219				
Phelios	14016	219				
Pink Goes to Hollywood	T-101046	219				
Pinocchio	T-239026	82				
Pirates! Gold	T-104026	220				
Pit-Fighter	301027-0150	220				
Pitfall: The Mayan Adventure	T-130036	221				
Pocahontas	T-239036	221				
Populous	701601	221				
Power Drive	N/A	222				
Power Monger	710501	222				
Powerball	T-14036	222				
Predator 2	T-81076	223				
Primal Rage	T-48426	224				
Prime Time NFL Football Starring Deion Sanders	1240	225				
Prince of Persia	T-48286	225				
Pro Quarterback	T-97036	226				
Puggsy	T-113016	227				
Quackshot Starring Donald Duck	N/A	230				
Quad Challenge	T-14056	230				
R.B.I. Baseball '93	301039-0150	231				
R.B.I. Baseball '94	T-48296	231				
R.B.I. Baseball 3	301025-0150	231				
R.B.I. Baseball 4	301036-0150	232				
Race Drivin'	T-48246	232				
Radical Rex	T-130026	232				
Raiden Trad	22036	233				
Rambo III	N/A	233				
Rampart	301026-0150	234				
Ranger-X	1076	234				
Rastan Saga II	11026	235				
Red Zone	T-48376	235				
Revolution X	T-81566	236				
Richard Scarry's Busytown	1552	238				
Rings of Power	702401	238				

Game Title	Game-ID	Pg	C	I	B	S
Risk	T-89036	239				
Risky Woods	715601	239				
Ristar	1555	239				
Road Blasters	301032-0150	241				
Road Rash	702001	240				
Road Rash 3: Tour De Force	734701	240				
Road Rash II	714601	240				
RoboCop 3	T-81226	241				
RoboCop Versus The Terminator	T-70166	241				
Rock n' Roll Racing	T-125056	242				
Rocket Knight Adventures	T-95046	242				
Roger Clemens' MVP Baseball	T-81106	242				
Rolling Thunder 2	T-14066	243				
Rolling Thunder 3	T-14096	243				
Rolo to the Rescue	713201	243				
Romance of the Three Kingdoms II	T-76016	245				
Romance of the Three Kingdoms III: Dragon of Destiny	T-76086	245				
Rugby World Cup 1995	7413	245				
Saint Sword	11056	246				
Samurai Shodown	T-103066	247				
Saturday Night Slam Masters	T-12066	247				
Scholastic's The Magic School Bus: Space Exploration Game	1558	169				
Scooby-Doo Mystery	T-81526	248				
SeaQuest DSV	T-100076	248				
Sesame Street Counting Cafe	T-50896	249				
Shadow Blasters	47016	249				
Shadow Dancer: The Secret of Shinobi	1114	250				
Shadow of the Beast	709101	250				
Shadow of the Beast II	716401	250				
Shadowrun	1352	251				
Shanghai II: Dragon's Eye	T-130016	251				
Shaq Fu	728301	251				
Shining Force	1312	252				
Shining Force II	1315	252				
Shining in the Darkness	1310	254				
Shinobi III: Return of the Ninja Master	1136	254				
Shove It! ...The Warehouse Game	T-25036	255				
Side Pocket	T-13046	256				
Side Pocket 2 (Minnesota Fats: Pool Legend)	T-13106	184				
Skeleton Krew	T-115036	257				
Skitchin'	720501	257				
Slaughter Sport	T-56046	258				
Smash T.V.	T-81066	283				
Socket	T-23046	261				
Sol-Feace	49206	261				
Sonic & Knuckles	1563	262				

Game Title	Game-ID	Pg	C	I	B	S
Sonic 3D: Flickies' Island	1844	262				
Sonic Classics	1190	369				
Sonic the Hedgehog	1009	262				
Sonic the Hedgehog 2	1051	263				
Sonic the Hedgehog 3	1079	263				
Sonic the Hedgehog Spinball	1537	263				
Sorcerer's Kingdom	T-24076	264				
Space Harrier II	N/A	264				
Space Invaders 90 (Space Invaders ‘91)	11036	265				
Sparkster: Rocket Knight Adventures 2	T-95166	265				
Speedball 2: Brutal Deluxe	T-69026	265				
Spider-Man	T-81436	266				
Spider-Man and the X-Men in Arcade's Revenge	T-81136	267				
Spider-Man and Venom: Maximum Carnage	T-81256	267				
Spider-Man vs. The Kingpin	1016	267				
Splatterhouse 2	T-14076	268				
Splatterhouse 3	T-14086	268				
Sports Talk Baseball	1211	185				
Spot Goes to Hollywood	T-81616	269				
Star Trek: Deep Space Nine: Crossroads of Time	T-132016	269				
Star Trek: The Next Generation: Echoes from the Past	1313	270				
Starflight	701401	270				
Stargate	T-81396	270				
Steel Talons	301043-0150	271				
Stormlord	56026	271				
Street Fighter II': Special Champion Edition	T-12016	272				
Street Smart	T-24026	272				
Streets of Rage	1019	275				
Streets of Rage 2	1054	275				
Streets of Rage 3	1539	275				
Strider	1112	276				
Strider II (Strider Returns: Journey from Darkness)	T-79036	276				
Sub-Terrania	1551	277				
Summer Challenge	ACLD013	277				
Sunset Riders	T-95026	277				
Super Baseball 2020	715801	278				
Super Battleship: The Classic Naval Combat Game	T-87066	278				
Super Hang-On	N/A	279				
Super High Impact	T-81146	280				
Super Hydlide	T-35016	281				
Super League (Tommy Lasorda Baseball)	1200	303				
Super Monaco GP	1107	281				
Super Off Road	ACLD010	282				
Super Real Basketball (Pat Riley Basketball)	1201	213				
Super Street Fighter II: The New Challengers	T-12056	284				
Super Thunder Blade	N/A	285				

Game Title	Game-ID	Pg	C	I	B	S
Super Volley Ball	T-30016	285				
Superman: The Man of Steel	T-15036	285				
Sword of Sodan	702601	286				
Sword of Vermilion	N/A	286				
Syd of Valis	49126	287				
Sylvester and Tweety in Cagey Capers	T-48346	287				
Syndicate	736801	287				
T2: The Arcade Game	T-81156	288				
TaleSpin	1034	289				
Target Earth	T-25046	289				
Task Force Harrier EX	T-24036	290				
Taz in Escape from Mars	1546	290				
Taz-Mania	1032	290				
Team USA Basketball	714801	291				
Techno Cop	56016	291				
TechnoClash	712701	291				
Tecmo Super Baseball	T-36046	292				
Tecmo Super Bowl	T-36016	292				
Tecmo Super Bowl II: Special Edition	T-36056	292				
Tecmo Super Bowl III: Final Edition	T-36066	293				
Tecmo Super Hockey	T-36036	293				
Tecmo Super NBA Basketball	T-36026	293				
Tecmo World Cup '92	T-44016	294				
Teenage Mutant Ninja Turtles: The Hyperstone Heist	T-95016	294				
Teenage Mutant Ninja Turtles: Tournament Fighters	T-95066	294				
Terminator 2: Judgment Day	T-81176	288				
The Addams Family	T-81236	14				
The Adventures of Batman & Robin	1535	15				
The Adventures of Mighty Max	T-164056	15				
The Adventures of Rocky and Bullwinkle and Friends	T-86056	15				
The Aquatic Games Starring James Pond and The Aquabats	716901	21				
The Chaos Engine (Soldiers of Fortune)	T-124016	57				
The Death and Return of Superman	T-15186	77				
The Duel: Test Drive II	ACLD008	89				
The Faery Tale Adventure	705601	101				
The Flintstones	T-11116	111				
The Gadget Twins	T-83036	114				
The Great Circus Mystery Starring Mickey & Minnie	T-12076	124				
The Great Waldo Search	T-100016	124				
The Humans	T-83046	134				
The Incredible Crash Dummies	T-81246	137				
The Incredible Hulk	T-79106	138				
The Jungle Book	T-70176	150				
The Lawnmower Man	T-48336	161				
The Legend of Galahad	711401	161				
The Lion King	T-70316	164				

Game Title	Game-ID	Pg	C	I	B	S
The Lost Vikings	T-125016	165				
The Lost World: Jurassic Park	1846	165				
The Miracle Piano Teaching System	N/A	185				
The Ooze	1512	206				
The Pagemaster	T-161016	211				
The Pirates of Dark Water	T-15086	220				
The Punisher	T-12026	228				
The Ren & Stimpy Show Presents Stimpy's Invention	1068	235				
The Revenge of Shinobi	1105	236				
The Simpsons: Bart vs. the Space Mutants	T-81026	256				
The Simpsons: Bart's Nightmare	T-81216	257				
The Steel Empire	T-81046	271				
The Story of Thor: A Successor of the Light (Beyond Oasis)	1354	37				
The Terminator	70026	295				
The Tick	T-161026	298				
Theme Park	736701	295				
Thomas the Tank Engine & Friends	T-100036	296				
Thunder Force II	N/A	296				
Thunder Force III	18036	296				
Thunder Force IV	1143	297				
Thunder Fox	11066	297				
Time Killers	T-100046	299				
Tinhead	T-119236	299				
Tiny Toon Adventures: ACME All-Stars	T-95146	300				
Tiny Toon Adventures: Buster's Hidden Treasure	T-95036	300				
TNN Bass Tournament of Champions	T-137056	300				
TNN Outdoors Bass Tournament '96	T-137066	301				
Todd's Adventures in Slime World	T-49216	301				
ToeJam & Earl	1020	301				
ToeJam & Earl in Panic on Funkotron	1043	302				
Toki: Going Ape Spit	1127	302				
Tom and Jerry: Frantic Antics	T-112016	302				
Tony La Russa Baseball	713701	303				
Top Gear 2	T-23066	303				
Toughman Contest	741101	304				
Toxic Crusaders	1037	305				
Toy Story	T-239046	305				
Toys	T-86046	305				
Trampoline Terror!	34026	307				
Traysia	49166	307				
Triple Play 96	738601	307				
Triple Play: Gold Edition	773501	308				
Trouble Shooter	23016	308				
Troy Aikman NFL Football	T-97096	308				
True Lies	T-81386	309				
Truxton	N/A	309				

Game Title	Game-ID	Pg	C	I	B	S
Twin Cobra	1128	310				
Two Crude Dudes	T-13026	311				
Ultimate Mortal Kombat 3	T-97146	312				
Ultimate Qix	11046	313				
Uncharted Waters	T-76026	314				
Unnecessary Roughness '95	T-119156	315				
Urban Strike	735001	315				
Valis III	T-49086	316				
Valis: The Fantasm Soldier	49196	316				
Vapor Trail: Hyper Offence Formation	49106	316				
Vectorman	1577	317				
Vectorman 2	1843	318				
Venom - Spider-Man: Separation Anxiety	T-81596	318				
Viewpoint	T-24096	319				
Virtua Fighter 2	1845	319				
Virtua Racing	1229	319				
Virtual Bart	T-81206	320				
Virtual Pinball	720601	321				
VR Troopers	1576	321				
Wacky Worlds	1713	322				
Wardner	58016	323				
Warlock	T-81446	323				
WarpSpeed	ACLD014	323				
Warrior of Rome	22026	324				
Warrior of Rome II	22056	325				
Wayne Gretzky and the NHLPA All-Stars	T-48416	325				
Wayne's World	T-100026	326				
Weaponlord	T-14136	326				
Wheel of Fortune	T-83016	326				
Where in the World is Carmen Sandiego?	716101	327				
Where in Time is Carmen Sandiego?	712901	327				
Whip Rush	T-49016	327				
Will Harvey Presents The Immortal	708001	137				
Wimbledon Championship Tennis	1224	329				
Winter Challenge	ACLD007	329				
Winter Olympics	T-79096	329				
Wiz 'n' Liz	T-113026	330				
Wolfchild	T-60016	330				
Wolverine: Adamantium Rage	T-81416	330				
Wonder Boy in Monster World	N/A	331				
World Championship Soccer II	1233	332				
World Class Leader Board	T-79026	332				
World Cup Soccer (World Championship Soccer)	N/A	332				
World Cup USA 94	T-79126	333				
World Heroes	1547	334				
World of Illusion Starring Mickey Mouse and Donald Duck	1070	334				

Game Title	Game-ID	Pg	C	I	B	S
World Series Baseball '95	1239	335				
World Series Baseball '96	1242	335				
World Series Baseball	1222	334				
World Series Baseball 98	1244	335				
World Trophy Soccer	T-70116	97				
WWF Raw	T-81316	336				
WWF Royal Rumble	T-81196	337				
WWF Super WrestleMania	T-81086	337				
WWF WrestleMania: The Arcade Game	T-81546	337				
X-Men	1057	338				
X-Men 2: Clone Wars	1550	338				
X-Perts	1574	339				
Ys III: Wanderers from Ys	49146	340				
Zany Golf	701101	342				
Zero the Kamikaze Squirrel	T-15176	342				
Zero Tolerance	T-119146	343				
Zombies Ate My Neighbors	T-95056	343				
Zool	T-83096	344				
Zoom!	N/A	344				
Zoop	T-139086	344				

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Sega Arcade Classics
Space Harrier II™
Super Hang-On™
Super Thunder Blade™
Soccer
Forgotten World™
Tommy Lasorda Baseball™
Thunder Force II™
Arnold Palmer Tournament Golf.™
Hollo Fighter™
Ghouls 'n Ghosts™
Rambo III™
Last Battle™
And more to come.
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Genesis® 16-bit. The ultimate dimension in game play.

For the first time, the powerful technology used in arcade games has come home to let you play games that look, sound and play exactly like they do in the arcade.

Genesis brings games alive with vivid high-definition graphics. Voices, sounds and music so true they turn the game into a reality you can feel. Plug in a pair of headphones for stereo sound that surrounds you. And soon, with the TeleGenesis™ modem, you'll be able to play against friends in other cities. Or across town.

The incredible reality of Genesis could only be brought to you by Sega,® the master of arcade entertainment. Creator of arcade blockbusters like Out-Run,™ Altered Beast,™ Thunder Blade,™ Afterburner,™ Zaxxon™ and Shinobi.™

The power has been unleashed. The adventure begins. And this is just the beginning of the Genesis era.

Unretouched Photo

Altered Beast,™ the Sega® arcade hit, comes with the Genesis system. TeleGenesis™ Modem, Power Base Converter™ and other games sold separately.

EU Mega Drive LIST

This list is made up of games released in Europe (PAL). As with most European consoles, the systems are identical across all European countries, however were often marketed differently and received localised content.

Current sources do not make the distinction between "Europe" and "United Kingdom", so it is unknown exactly which regions each model was released in. In countries such as Australia and New Zealand, consoles were often imported from Europe due to similarities in television hardware.

Game Title	Game-ID	Pg	C	I	B	S
2 Games on One Cart: Fantastic Dizzy and Cosmic Spacehead	T-120044	102				
688 Attack Sub	1401	12				
Aaahh!!! Real Monsters	T-139066-50	13				
Addams Family Values	T-164046-50	14				
Aero the Acro-Bat	T-15056-50	16				
Aero the Acro-Bat 2	T-15166-50	16				
After Burner II	1104	17				
Al Michaels Announces HardBall III	ACLD012	127				
Alex Kidd in the Enchanted Castle	N/A	18				
Alien 3	T-81096-50	18				
Alien Soldier	1186-50	19				
Alien Storm	N/A	19				
Alisia Dragoon	670-2139-50	19				
Altered Beast	N/A	20				
Andre Agassi Tennis	T-101016-50	20				
Animaniacs	T-95176-50	21				
Another World	T-70106-50	21				
Arcade Classics	1715-50	22				
Arch Rivals	T-81056-50	22				
Ariel the Little Mermaid	1041	23				
Arnold Palmer Tournament Golf	1203	23				
Arrow Flash	N/A	23				
Art Alive!	1703	24				
Art of Fighting	1146	24				
Astérix and the Great Rescue	1532-50	24				
Astérix and the Power of the Gods	1095-50	25				
Atomic Runner	1140	25				
ATP Tour Championship Tennis	1234-50	26				
Australian Rugby League	E363SMXI	26				
Ayrton Senna's Super Monaco GP II	N/A	282				
B.O.B.	E241SMXI	28				
Back to the Future Part III	T-69046-50	28				
Ball Jacks	1078-50	29				
Ballz 3D	T-119126-50	29				
Barkley Shut Up and Jam!	T-119066-50	30				
Batman	1044-50	31				

Game Title	Game-ID	Pg	C	I	B	S
Batman Forever	T-81336-50	32				
Batman Returns	1045	32				
Battle Squadron	E166SMXI	34				
Battletoads	N/A	34				
Beavis and Butt-Head	T-139016-50	36				
Bill Walsh College Football	E247SMXI	37				
Bio-Hazard Battle	1060	39				
Blades of Vengeance	E259SMXI	40				
Blockout	E175SMX	41				
Bloodshot	T-88126-50	41				
Body Count	1533	42				
Bonanza Bros.	N/A	42				
Bonkers	1055-50	83				
Boogerman: A Pick and Flick Adventure	T-125066-50	43				
Bram Stoker's Dracula	T-93016-50	43				
Brian Lara Cricket	T-120106-50	44				
Brian Lara Cricket 96	T-120146-50	44				
Brutal: Paws of Fury	T-83136-50	45				
Bubba 'N' Stix	T-115026-50	45				
Bubble and Squeak	T-15096-50	45				
Bubsy II	T-119136-50	46				
Bubsy in Claws Encounters of the Furred Kind	T-119026-50	46				
Buck Rogers: Countdown to Doomsday	E196SMXI	47				
Budokan: The Martial Spirit	E117SMXI	47				
Bugs Bunny in Double Trouble	MK-1840-50	47				
Bulls versus Blazers and the NBA Playoffs	E040SMXI	48				
Bulls vs Lakers and the NBA Playoffs	E227SMXI	48				
Burning Force	1029	48				
Cadash	N/A	50				
California Games	1207	51				
Cannon Fodder	T-70366-50	51				
Captain America and the Avengers	1031-50	53				
Captain Planet and the Planeteers	1031	53				
Castle of Illusion Starring Mickey Mouse	1015	53				
Castlevania: Bloodlines	T-95076-50	54				
Centurion: Defender of Rome	E120SMXI	54				
Chakan	1047	54				
Champions World Class Soccer	T-81296-50	56				
Cheese Cat-Astrophe Starring Speedy Gonzales	1540-50	58				
Chiki Chiki Boys	1075	59				
Chuck Rock	T-70036-50	60				
Chuck Rock II: Son of Chuck	T-115016-50	60				
Classic Collection	MK-1199-50	358				
ClayFighter	T-125036-50	61				
Cliffhanger	T-93036-50	61				
Columns	N/A	65				

Game Title	Game-ID	Pg	C	I	B	S
Combat Cars	T-119106-50	65				
Comix Zone	1569-50	66				
Contra: Hard Corps	T-95106-50	66				
Cool Spot	T-70196-50	66				
Corporation	T-70016-50	70				
Cosmic Spacehead	T-120026-50	67				
Crack Down	N/A	67				
Crusader of Centy	N/A	68				
Crüe Ball	E031SMX1	68				
Cutthroat Island	T-81516-50	70				
CyberBall	N/A	70				
Cyborg Justice	1024	71				
Daffy Duck in Hollywood	1094-50	72				
Dark Castle	E177SMXI	73				
David Robinson's Supreme Court	1214	74				
Davis Cup Tennis	T-48206-50	74				
Decap Attack	1027	78				
Demolition Man	T-81486-50	79				
Desert Demolition Starring Road Runner and Wile E. Coyote	1062-50	79				
Desert Strike: Return to the Gulf	E224SMXI	79				
Dick Tracy	1014	80				
Dino Dini's Soccer	T-70276-50	81				
Disney's Aladdin	1058	82				
DJ Boy	1139-50	83				
Donald in Maui Mallard	1192-50	83				
Double Clutch	1063	84				
Double Dragon	ACLD009	84				
Double Dragon 3: The Rosetta Stone	T-81166-50	85				
Double Hits: Micro Machines / Psycho Pinball	T-120176-50	358				
Dr. Robotnik's Mean Bean Machine	1706-50	86				
Dragon: The Bruce Lee Story	T-70286-50	88				
Dragon's Fury	301034-0150	88				
Dragon's Revenge	T-48266-50	88				
Dune II: Battle for Arrakis	T-70246-50	90				
Dungeons & Dragons: Warriors of the Eternal Sun	1304	90				
Dynamite Duke	N/A	91				
Dynamite Headdy	1543-50	91				
EA Hockey	E187SMX	201				
EA Sports Double Header	E243SMXI	372				
Earthworm Jim	T-70386-50	92				
Earthworm Jim 2	T-70446-50	92				
Ecco the Dolphin	1042	93				
Ecco: The Tides of Time	1553-50	93				
ESWAT: City Under Siege	1110	96				
Eternal Champions	1145	96				
European Club Soccer	T-70046-50	97				

Game Title	Game-ID	Pg	C	I	B	S
Evander Holyfield's 'Real Deal' Boxing	1215	97				
Ex-Mutants	1074	97				
Exo Squad	T-70426-50	98				
F-117 Night Storm	E263SMXI	99				
F-15 Strike Eagle II	T-104036-50	100				
F-22 Interceptor: Advanced Tactical Fighter	E200SMXI	100				
F1	T-88066-50	100				
F1: World Championship Edition	T-88146-50	101				
Fantasia	1021	102				
Fantastic Dizzy	T-120026-50	102				
Fatal Fury	1083	104				
Fatal Labyrinth	1309	105				
Fatal Rewind	E183SMXI	105				
Ferrari Grand Prix Challenge	N/A	106				
Fever Pitch Soccer	T-79196-50	129				
FIFA 97: Gold Edition	EAY02401051I	107				
FIFA International Soccer	E262SMXI	106				
FIFA Soccer 95	E292SMXI	107				
FIFA Soccer 96	E338SMYI	107				
Fire Shark	T-34016	109				
Flashback	79066-50	110				
Flicky	1022	110				
Flux	T-70416-50	112				
Foreman for Real	T-81506-50	111				
Forgotten Worlds	N/A	111				
Frank Thomas Big Hurt Baseball	T-81476-50	112				
Fun 'n' Games	T-93126-50	113				
G-LOC: Air Battle	1120	114				
Gain Ground	N/A	115				
Galaxy Force II	N/A	115				
Garfield: Caught in the Act	1556-50	116				
Gauntlet IV	T-48216-50	116				
General Chaos	E248SMXI	117				
Generations Lost	T-48326-50	117				
George Foreman's KO Boxing	T-81116	118				
Ghostbusters	N/A	118				
Ghouls'n Ghosts	N/A	119				
Gods	T-119036-50	121				
Golden Axe	N/A	121				
Golden Axe II	1122	121				
GrandSlam: The Tennis Tournament '92	1217	144				
Greatest Heavyweights	1228	124				
Greendog: The Beached Surfer Dude!	1035	125				
Gunship	79086-50	126				
Gunstar Heroes	1077	126				
Gynoug	1030	126				

Game Title	Game-ID	Pg	C	I	B	S
Hard Drivin'	301017-0170	127				
HardBall '94	T-119086-50	128				
Haunting Starring Polterguy	E250SMXI	129				
Hellfire	1137	131				
Herzog Zwei	1400	132				
High Seas Havoc	T-120035	132				
Home Alone	1046	133				
Hook	T-93026-50	134				
Hurricanes	79136-50	134				
Hyper Dunk: The Playoff Edition	T-95126-50	86				
IMG International Tour Tennis	E074SMXI	137				
Indiana Jones and the Last Crusade	79046-50	138				
International Rugby	T-88056-50	139				
International Superstar Soccer Deluxe	T-95196-50	140				
Izzy's Quest for the Olympic Rings	T-79156-50	140				
Jack Nicklaus' Power Challenge Golf	T-119016-50	141				
James 'Buster' Douglas Knockout Boxing	1204	142				
James Bond 007: The Duel	T-88016-50	142				
James Pond 3: Operation Starfish	E234SMXI	143				
James Pond II: Codename RoboCod	E199SMXI	143				
James Pond: Underwater Agent	E174SMXI	142				
Jewel Master	1025	146				
Jimmy White's Whirlwind Snooker	T-70206-50	146				
Joe Montana Football	1205	147				
Joe Montana II Sports Talk Football	1209	147				
John Madden Football	E036SMXI	148				
John Madden Football '92	E204SMXI	148				
John Madden Football '93	E114SMXI	148				
Jordan vs Bird	E051SMXI	149				
Judge Dredd	T-81306-50	149				
Jungle Strike	E245SMXI	151				
Jurassic Park	1056	151				
Jurassic Park: Rampage Edition	1557-50	151				
Justice League Task Force	T-81456-50	152				
Kawasaki Superbike Challenge	T-48356-50	153				
Kick Off 3: European Challenge	T-23086-50	153				
Kid Chameleon	1010	154				
King of the Monsters	1086-50	155				
King's Bounty: The Conqueror's Quest	E178SMXI	157				
Klax	301040-0170	158				
Krusty's Fun House	T-81036-50	158				
Lakers versus Celtics and the NBA Playoffs	N/A	159				
Last Battle	N/A	160				
Lemmings	1704	161				
Lemmings 2: The Tribes	T-113036-50	162				
Lethal Enforcers	T-95096-50	163				

Game Title	Game-ID	Pg	C	I	B	S
Lethal Enforcers II: Gun Fighters	T-95136-50	163				
LHX Attack Chopper	E143SMXI	163				
Lotus II: RECS	E218SMXI	166				
Lotus Turbo Challenge	E134SMXI	166				
M-1 Abrams Battle Tank	1402	167				
Madden NFL '94	E258SMXI	167				
Madden NFL '95	E301SMXI	168				
Madden NFL 96	N/A	168				
Madden NFL 97	EAX02401045I	168				
Marble Madness	E004SMXI	171				
Mario Andretti Racing	E287SMXI	171				
Mario Lemieux Hockey	1210	172				
Marko's Magic Football	T-88086-50	172				
Marsupilami	1841-50	172				
Marvel Land	1052-50	173				
Mazin Saga: Mutant Fighter	1069	175				
McDonald's Treasure Land Adventure	1067	175				
Mega 6 Vol. 3	1195-50	368				
Mega Bomberman	1573-50	175				
Mega Games 2	1707-50	366				
Mega Games 3	1708-50	367				
Mega Games 6	1188-50	367				
Mega Games 6 Vol. 2	1189-50	367				
Mega Games I	N/A	366				
Mega Lo Mania	T-70056-50	176				
Mega Man: The Wily Wars	T-12046-50	176				
Mega SWIV	T-48366-50	176				
Mega Turrican	T-93246-50	177				
Menacer 6-Game Cartridge	1658	177				
Mercs	1119	179				
Michael Jackson's Moonwalker	N/A	179				
Mick & Mack as the Global Gladiators	T-70066-50	119				
Mickey Mania: The Timeless Adventures of Mickey Mouse	T-93216-50	180				
Micro Machines	T120016-50	180				
Micro Machines 2: Turbo Tournament	T-120096-50	181				
Midway Presents Arcade's Greatest Hits	T-97126-50	328				
MiG-29 Fighter Pilot	T-88026-50	182				
Might and Magic: Gates to Another World	E185SMX	182				
Mighty Morphin Power Rangers	1570-50	183				
Mighty Morphin Power Rangers: The Movie	1578-50	184				
Mortal Kombat	T-81186-50	186				
Mortal Kombat 3	T-81536-50	187				
Mortal Kombat II	T-81346-50	187				
Mr. Nutz	T-164016-50	187				
Ms. Pac-Man	T-48036-50	188				
Muhammad Ali Heavyweight Boxing	T-70096-50	188				

Game Title	Game-ID	Pg	C	I	B	S
Mutant League Football	E242SMXI	189				
Mutant League Hockey	E275SMXI	189				
Mystic Defender	1011	189				
NBA Action '95 Starring David Robinson	1236-50	191				
NBA All-Star Challenge	T-81126-50	191				
NBA Hang Time	T-97136-50	192				
NBA Jam	T-81326-50	192				
NBA Jam Tournament Edition	T-81406-50	192				
NBA Live 95	E311SMXI	193				
NBA Live 96	E340SMYI	193				
NBA Live 97	EAY02401037I	193				
NBA Showdown '94	E273SMXI	194				
Newman-Haas IndyCar Featuring Nigel Mansell	T-81366-50	195				
NFL Quarterback Club	T-81276-50	197				
NFL Quarterback Club 96	T-81586-50	197				
NFL Sports Talk Football '93 Starring Joe Montana	1216	198				
NHL 95	E161SMXI	199				
NHL 96	E334SMXI	199				
NHL 97	EAX02401024	200				
NHL Hockey '94	E254SMXI	199				
NHLPA Hockey '93	E052SMXI	202				
Nigel Mansell's World Championship Racing	T-95186-50	202				
Normy's Beach Babe-O-Rama	E285SMXI	204				
Olympic Gold	79016-50	205				
Olympic Summer Games	T-100116-50	205				
Onslaught	ACLD004	206				
OutRun	N/A	209				
OutRun 2019	1118-50	209				
Pac-Attack	T-14116-50	210				
Pac-Mania	301018-0170	211				
Paperboy	301029-0170	212				
Paperboy 2	T-88036-50	212				
Pebble Beach Golf Links	1231-50	213				
Pelé II: World Tournament Soccer	T-119096-50	214				
Pelé!	T-119056-50	214				
PGA European Tour	E284SMXI	215				
PGA Tour 96	E336SMXI	215				
PGA Tour Golf	E142SMXI	216				
PGA Tour Golf II	E213SMXI	216				
PGA Tour Golf III	E313SMXI	216				
Phantasy Star IV: The End of the Millennium	1307-50	218				
Phantom 2040	T-139036-50	219				
Phelios	1131	219				
Pink Goes to Hollywood	T-101046-50	219				
Pinocchio	MK1196-50	82				
Pit-Fighter	301027-0170	220				

Game Title	Game-ID	Pg	C	I	B	S
Pitfall: The Mayan Adventure	T-130036-50	221				
Pocahontas	MK1194-50	221				
Populous	E097SMXI	221				
Power Drive	79146-50	222				
Power Monger	E139SMXI	222				
Predator 2	T-81076-50	223				
Premier Manager	N/A	224				
Premier Manager 97	MK-1280-50	224				
Primal Rage	T-48426-50	224				
Prince of Persia	T-88076-50	225				
Psycho Pinball	T-120086-50	227				
Puggsy	T-113016-50	227				
Quackshot Starring Donald Duck	N/A	230				
R.B.I. Baseball '94	T-48296-50	231				
Radical Rex	T-130026-50	232				
Rambo III	N/A	233				
Ranger-X	1076	234				
Red Zone	T-48376-50	235				
Revolution X	T-81566-50	236				
Rings of Power	E197SMXI	238				
Rise of the Robots	T-81426-50	238				
Risky Woods	E211SMXI	239				
Ristar	1555-50	239				
Road Rash	E176SMX	240				
Road Rash 3: Tour De Force	E306SMXI	240				
Road Rash II	E160SMX1	240				
RoboCop 3	T-81226-50	241				
RoboCop Versus The Terminator	T-70166-50	241				
Rock n' Roll Racing	T-125056-50	242				
Rocket Knight Adventures	T-95046-50	242				
Rolling Thunder 2	1140	243				
Rolo to the Rescue	E138SMXI	243				
Rugby World Cup 1995	E312SMXI	245				
S.S. Lucifer: Man Overboard!	T-120076-50	171				
Sampras Tennis 96	T-120116-50	246				
Samurai Shodown	1184-50	247				
Saturday Night Slam Masters	T-12066-50	247				
SeaQuest DSV	T-100076-50	248				
Sega Sports 1	1183-50	368				
Sensible Soccer	T-93076-50	249				
Sensible Soccer: International Edition	T-93146-50	139				
Shadow Dancer: The Secret of Shinobi	1114	250				
Shadow of the Beast	E195SMXI	250				
Shadow of the Beast II	E107SMXI	250				
Shaq Fu	E290SMXI	251				
Shining Force	1312	252				

Game Title	Game-ID	Pg	C	I	B	S
Shining Force II	1315-50	252				
Shining in the Darkness	1310	254				
Shinobi III: Return of the Ninja Master	1136-50	254				
Side Pocket	1218	256				
Skeleton Krew	T-115036-50	257				
Skitchin'	E278SMXI	257				
Smash T.V.	T-81066-50	283				
Snake Rattle 'n' Roll	1541-50	259				
Sonic & Knuckles	1563-50	262				
Sonic 3D: Flickies' Island	MK-1844-50	262				
Sonic Classics	1190-50	369				
Sonic the Hedgehog	1009	262				
Sonic the Hedgehog 2	1051	263				
Sonic the Hedgehog 3	1079	263				
Sonic the Hedgehog Spinball	1537	263				
Space Harrier II	N/A	264				
Sparkster: Rocket Knight Adventures 2	T-95166-50	265				
Speedball 2: Brutal Deluxe	T-70086-50	265				
Spider-Man	T-81436-50	266				
Spider-Man and the X-Men in Arcade's Revenge	T-81136-50	267				
Spider-Man and Venom: Maximum Carnage	T-81256-50	267				
Spider-Man vs. The Kingpin	1016	267				
Spirou	T-151026-50	268				
Splatterhouse 2	1061	268				
Spot Goes to Hollywood	T-70326-50	269				
Star Trek: Deep Space Nine: Crossroads of Time	T-70436-50	269				
Starflight	E013SMXI	270				
Stargate	T-81396-50	270				
Steel Talons	T-88046-50	271				
Street Fighter II': Special Champion Edition	1090	272				
Street Racer	T-177016-50	272				
Streets of Rage	1019	275				
Streets of Rage 2	1054	275				
Streets of Rage 3	1539	275				
Strider	1112	276				
Strider II	79036-50	276				
Striker	1185-50	276				
Sub-Terrania	1551	277				
Summer Challenge	ACLD013	277				
Sunset Riders	T-95026-50	277				
Super Baseball 2020	E253SMXI	278				
Super Fantasy Zone	1142	279				
Super Hang-On	N/A	279				
Super Hydlide	1311	281				
Super Kick Off	79076-50	281				
Super League	1200	303				

Game Title	Game-ID	Pg	C	I	B	S
Super Monaco GP	1107	281				
Super Off Road	ACLD010	282				
Super Real Basketball	1201	213				
Super Skidmarks	T-120136-50	282				
Super Street Fighter II: The New Challengers	5449-50	284				
Super Thunder Blade	N/A	285				
Superman: The Man of Steel	T-70126-50	285				
Sword of Sodan	E168SMXI	286				
Sylvester and Tweety in Cagey Capers	T-48346-50	287				
Syndicate	E236SMXI	287				
T2: The Arcade Game	T-81156-50	288				
TaleSpin	1034	289				
Taz in Escape from Mars	1546-50	290				
Taz-Mania	1032	290				
Team USA Basketball	E069SMXI	291				
TechnoClash	E246SMXI	291				
Teenage Mutant Ninja Turtles: The Hyperstone Heist	T-95016-50	294				
Teenage Mutant Ninja Turtles: Tournament Fighters	T-95066-50	294				
Terminator 2: Judgment Day	T-81176-50	288				
The Addams Family	T-81236-50	14				
The Adventures of Batman & Robin	1535-50	15				
The Adventures of Mighty Max	T-164056-50	15				
The Aquatic Games Starring James Pond and The Aquabats	E077SMXI	21				
The Chaos Engine	T-104066-50	57				
The Death and Return of Superman	T-81466-50	77				
The Disney Collection	MK1197-50	358				
The Duel: Test Drive II	ACLD008	89				
The Faery Tale Adventure	E184SMX	101				
The Flintstones	1088-50	111				
The Incredible Crash Dummies	T-81246-50	137				
The Incredible Hulk	79106-50	138				
The Jungle Book	T-70176-50	150				
The Lawnmower Man	T-48336-50	161				
The Legend of Galahad	E064SMXI	161				
The Lion King	T-70316-50	164				
The Lost Vikings	T-70226-50	165				
The Lost World: Jurassic Park	MK-1846-50	165				
The Misadventures of Flink	T-113046-50	110				
The Ooze	1572-50	206				
The Ottifants	1531	207				
The Pagemaster	1180-50	211				
The Pirates of Dark Water	T-15086-50	220				
The Punisher	T-12026-50	228				
The Ren & Stimpy Show Presents Stimpy's Invention	1068	235				
The Revenge of Shinobi	1105	236				
The Second Samurai	T-113106-50	248				

Game Title	Game-ID	Pg	C	I	B	S
The Simpsons: Bart vs. the Space Mutants	T-81026-50	256				
The Simpsons: Bart's Nightmare	T-81216-50	257				
The Smurfs Travel the World	T-151046-09	259				
The Steel Empire	T-80146-50	271				
The Terminator	T-70026-50	295				
Theme Park	E286SMXI	295				
Thunder Force II	N/A	296				
Thunder Force IV	1143-50	297				
Time Killers	T-100046-50	299				
Tintin in Tibet	T-151036-50	299				
Tiny Toon Adventures: ACME All-Stars	T-95146-50	300				
Tiny Toon Adventures: Buster's Hidden Treasure	T-95036-50	300				
ToeJam & Earl	1020	301				
ToeJam & Earl in Panic on Funkotron	1043	302				
Toki: Going Ape Spit	1127	302				
Total Football	T-88156-50	304				
Toughman Contest	E295SMXI	304				
Toy Story	1193-50	305				
True Lies	T81386-50	309				
Truxton	N/A	309				
Turbo OutRun	1123	309				
Twin Hawk	N/A	310				
Two Crude Dudes	1141	311				
Two Tribes: Populous II	T-70136-50	311				
Ultimate Mortal Kombat 3	T-81616-50	312				
Ultimate Soccer	1219	313				
Urban Strike	E291SMXI	315				
Vectorman	1577-50	317				
Venom - Spider-Man: Separation Anxiety	T-81596-50	318				
Virtua Fighter 2	1845-50	319				
Virtua Racing	1229	319				
Virtual Bart	T-81206-50	320				
Virtual Pinball	E261SMXI	321				
VR Troopers	1576-50	321				
Warlock	T-81446-50	323				
WarpSpeed	ACLD014	323				
Wayne Gretzky and the NHLPA All-Stars	T-48416-50	325				
Where in the World is Carmen Sandiego?	E035SMXI	327				
Where in Time is Carmen Sandiego?	E226SMXI	327				
Will Harvey Presents The Immortal	E158SMXI	137				
Wimbledon Championship Tennis	1224-50	329				
Winter Challenge	ACLD007	329				
Winter Olympics	79096-50	329				
Wiz 'n' Liz	T-113026-50	330				
Wolverine: Adamantium Rage	T-81416-50	330				
Wonder Boy III: Monster Lair	N/A	331				

Game Title	Game-ID	Pg	C	I	B	S
Wonder Boy in Monster World	N/A	331				
World Championship Soccer II	N/A	332				
World Class Leader Board	79026-50	332				
World Cup Soccer	N/A	332				
World Cup USA 94	79126-50	333				
World of Illusion Starring Mickey Mouse and Donald Duck	1070-50	334				
Worms	MK-1198-50	336				
Wrestle War	N/A	336				
WWF Raw	T-81316-50	336				
WWF Royal Rumble	T-81196-50	337				
WWF Super WrestleMania	T-81086-50	337				
WWF WrestleMania: The Arcade Game	T-81546-50	337				
X-Men	1057	338				
X-Men 2: Clone Wars	1550-50	338				
Xenon 2: Megablast	T-70076-50	339				
Yogi Bear: Cartoon Capers	T-83146-50	340				
Zany Golf	E071SMXI	342				
Zero the Kamikaze Squirrel	T-15176-50	342				
Zero Tolerance	T-119146-50	343				
Zero Wing	1138-50	343				
Zombies Ate My Neighbors	T-95056-50	343				
Zool	E264SMXI	344				
Zoom!	N/A	344				
Zoop	T-139086-50	344				

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AU Mega Drive LIST

This list is made up of games released in Australia. Throughout Australia's modern video game history, the country has been given the same content as Europe, albeit often altered to fit the requirements of the OFLC. In the case of the Mega Drive, releases are split between those manufactured by Ozisoft and those imported from Europe.

Game Title	Game-ID	Pg	C	I	B	S
688 Attack Sub	N/A	12				
Aaahh!!! Real Monsters	N/A	13				
Addams Family Values	N/A	14				
Aero the Acro-Bat 2	FAER03SMC	16				
After Burner II	N/A	17				
Alex Kidd in the Enchanted Castle	N/A	18				
Alien 3	N/A	18				
Alien Soldier	FALI00SMC	19				
Alien Storm	N/A	19				
Alisia Dragoon	N/A	19				
Altered Beast	N/A	20				
Animaniacs	N/A	21				
Another World	N/A	21				
Arch Rivals	N/A	22				
Ariel the Little Mermaid	N/A	23				
Arnold Palmer Tournament Golf	N/A	23				
Art Alive!	N/A	24				
Art of Fighting	N/A	24				
Astérix and the Great Rescue	N/A	24				
Astérix and the Power of the Gods	N/A	25				
Atomic Runner	N/A	25				
Australian Rugby League	E363SMXI(1)	26				
Ayrton Senna's Super Monaco GP II	N/A	282				
B.O.B.	N/A	28				
Ballz 3D	N/A	29				
Barkley Shut Up and Jam!	N/A	30				
Batman	N/A	31				
Batman Forever	N/A	32				
Batman Returns	N/A	32				
Battletoads	N/A	34				
Beavis and Butt-Head	FBEA04SMC	36				
Bill Walsh College Football	N/A	37				
Bio-Hazard Battle	N/A	39				
Blades of Vengeance	N/A	40				
Blockout	N/A	41				
Bloodshot	FBLO24SMC	41				
Zool	N/A	344				
Zoom!	N/A	344				
Zoop	N/A	344				

Game Title	Game-ID	Pg	C	I	B	S
Body Count	N/A	42				
Bonanza Bros.	N/A	42				
Boogerman: A Pick and Flick Adventure	FBOO01SMC	43				
Bram Stoker's Dracula	N/A	43				
Brian Lara Cricket 96	T-120156-50	44				
Brutal: Paws of Fury	N/A	45				
Bubba 'N' Stix	N/A	45				
Bubble and Squeak	FBUB04SMC	45				
Bubsy II	N/A	46				
Bubsy in Claws Encounters of the Furred Kind	N/A	46				
Buck Rogers: Countdown to Doomsday	N/A	47				
Bulls versus Blazers and the NBA Playoffs	N/A	48				
Cal Ripken Jr. Baseball	N/A	50				
California Games	N/A	51				
Cannon Fodder	N/A	51				
Captain America and the Avengers	N/A	53				
Captain Planet and the Planeteers	N/A	53				
Castle of Illusion Starring Mickey Mouse	N/A	53				
Castlevania: Bloodlines	N/A	54				
Centurion: Defender of Rome	N/A	54				
Chakan	N/A	54				
Champions World Class Soccer	N/A	56				
Cheese Cat-Astrophe Starring Speedy Gonzales	N/A	58				
Chiki Chiki Boys	N/A	59				
Chuck Rock	N/A	60				
Chuck Rock II: Son of Chuck	N/A	60				
ClayFighter	N/A	61				
Cliffhanger	N/A	61				
Columns	N/A	65				
Combat Cars	N/A	65				
Comix Zone	N/A	66				
Contra: Hard Corps	N/A	66				
Cool Spot	N/A	66				
Cosmic Spacehead	N/A	67				
Crack Down	N/A	67				
Crusader of Centy	FSOL035MC	68				
Cutthroat Island	N/A	70				
CyberBall	N/A	70				
Cyborg Justice	N/A	71				
Daffy Duck in Hollywood	N/A	72				
Davis Cup Tennis	FDAV01SMC	74				
Daze Before Christmas	FDAZ00SMC	77				
Death Duel	N/A	78				
Decap Attack	N/A	78				
Demolition Man	N/A	79				
Desert Demolition Starring Road Runner and Wile E. Coyote	FDES05SMC	79				

Game Title	Game-ID	Pg	C	I	B	S
Desert Strike: Return to the Gulf	N/A	79				
Dick Tracy	N/A	80				
Dick Vitale's "Awesome, Baby!" College Hoops	FDIC03SMC	81				
Disney's Aladdin	FALA00SMC	82				
Double Clutch	N/A	84				
Double Pack: Aladdin and Ranger X	FALA02SMC	361				
Double Pack: Another World and Arcade's Revenge	N/A	361				
Double Pack: Bubsy and Jewel Master	N/A	361				
Double Pack: Combat Cars and World Cup Italia '90	N/A	362				
Double Pack: Ecco the Dolphin and Ariel the Little Mermaid	FECC02SMC	362				
Double Pack: Fantastic Dizzy and Rocket Knight Adventures	N/A	362				
Double Pack: Hulk and Spiderman	N/A	363				
Double Pack: Joe Montana Football 3 and Double Clutch MD	N/A	363				
Double Pack: Micro Machines and F1	N/A	363				
Double Pack: Mortal Kombat II and Revenge of Shinobi	N/A	364				
Double Pack: Quackshot and Battletoads	N/A	364				
Double Pack: Sonic 2 and Global Gladiators	FSON10SMC	364				
Double Pack: Sonic 3 and Mega Games 1	FSON13SMC	365				
Double Pack: The Jungle Book and Columns	N/A	365				
Double Pack: X-Men and Space Harrier 2	N/A	365				
Dr. Robotnik's Mean Bean Machine	N/A	86				
Dragon: The Bruce Lee Story	N/A	88				
Dragon's Fury	N/A	88				
Dragon's Revenge	N/A	88				
Dune II: Battle for Arrakis	N/A	90				
Dynamite Duke	N/A	91				
Dynamite Headdy	N/A	91				
EA Hockey	N/A	201				
Earthworm Jim	N/A	92				
Earthworm Jim 2	N/A	92				
Ecco Jr.	FECC03SMC	93				
Ecco the Dolphin	N/A	93				
Ecco: The Tides of Time	N/A	93				
Eternal Champions	FETE00SMC	96				
Ex-Mutants	N/A	97				
F-117 Night Storm	N/A	99				
F-15 Strike Eagle II	N/A	100				
F-22 Interceptor: Advanced Tactical Fighter	N/A	100				
F1	N/A	100				
F1: World Championship Edition	N/A	101				
Fantasia	N/A	102				
Fatal Fury	N/A	104				
Fatal Fury 2	FFAT03SMC	104				
Fatal Labyrinth	N/A	105				
Fever Pitch Soccer	N/A	129				
FIFA International Soccer	N/A	106				

Game Title	Game-ID	Pg	C	I	B	S
FIFA Soccer 95	N/A	107				
FIFA Soccer 96	N/A	107				
Fire Shark	N/A	109				
Flashback	N/A	110				
Flicky	N/A	110				
Foreman for Real	N/A	111				
Forgotten Worlds	N/A	111				
Frank Thomas Big Hurt Baseball	N/A	112				
Fun 'n' Games	N/A	113				
G-LOC: Air Battle	N/A	114				
Gain Ground	N/A	115				
Garfield: Caught in the Act	FGAR02SMC	116				
Gauntlet IV	N/A	116				
Ghouls'n Ghosts	N/A	119				
Golden Axe	N/A	121				
Golden Axe II	N/A	121				
Greendog: The Beached Surfer Dude!	N/A	125				
Gunship	N/A	126				
Gunstar Heroes	N/A	126				
Gynoug	N/A	126				
Hard Drivin'	N/A	127				
HardBall '94	N/A	128				
Haunting Starring Polterguy	N/A	129				
High Seas Havoc	FHAV00SMC	132				
Home Alone	N/A	133				
Hook	N/A	134				
Hurricanes	N/A	134				
Hyper Dunk: The Playoff Edition	N/A	86				
IMG International Tour Tennis	N/A	137				
Izzy's Quest for the Olympic Rings	N/A	140				
James 'Buster' Douglas Knockout Boxing	N/A	142				
James Bond 007: The Duel	N/A	142				
James Pond 3: Operation Starfish	N/A	143				
James Pond II: Codename RoboCod	N/A	143				
Jammit	N/A	143				
Jewel Master	N/A	146				
Joe Montana Football	N/A	147				
Joe Montana II Sports Talk Football	N/A	147				
John Madden Football '92	N/A	148				
John Madden Football '93	N/A	148				
Judge Dredd	FJUD00SMC	149				
Jungle Strike	N/A	151				
Jurassic Park	N/A	151				
Jurassic Park: Rampage Edition	N/A	151				
Justice League Task Force	N/A	152				
Kawasaki Superbike Challenge	FKAW00SMC	153				

Game Title	Game-ID	Pg	C	I	B	S
Kid Chameleon	N/A	154				
King of the Monsters	FKIN14SMC	155				
Krusty's Fun House	N/A	158				
La Russa Baseball 95	N/A	159				
Landstalker: The Treasures of King Nole	N/A	159				
Last Battle	N/A	160				
Lemmings	N/A	161				
Lemmings 2: The Tribes	N/A	162				
Lethal Enforcers	N/A	163				
Lethal Enforcers II: Gun Fighters	N/A	163				
LHX Attack Chopper	N/A	163				
Light Crusader	FLIG04SMC	164				
Lotus II: RECS	N/A	166				
M-1 Abrams Battle Tank	N/A	167				
Marble Madness	N/A	171				
Mario Andretti Racing	N/A	171				
Marko's Magic Football	FMAR04SMC	172				
Marsupilami	FMAR05SMC	172				
Marvel Land	N/A	173				
Mazin Saga: Mutant Fighter	N/A	175				
Mega Bomberman	N/A	175				
Mega Booster Pack: Sonic 2 and Street Fighter II	N/A	366				
Mega Games 6	N/A	367				
Mega Games I	N/A	366				
Mega Lo Mania	N/A	176				
Mega Man: The Wily Wars	N/A	176				
Mercs	N/A	179				
Michael Jackson's Moonwalker	N/A	179				
Mick & Mack as the Global Gladiators	N/A	119				
Mickey Mania: The Timeless Adventures of Mickey Mouse	N/A	180				
Micro Machines	N/A	180				
Micro Machines 2: Turbo Tournament	N/A	181				
Micro Machines: Turbo Tournament '96	N/A	181				
MiG-29 Fighter Pilot	N/A	182				
Mighty Morphin Power Rangers	FPOW00SMC	183				
Mighty Morphin Power Rangers: The Movie	N/A	184				
MLBPA Baseball	N/A	185				
Mortal Kombat	N/A	186				
Mortal Kombat 3	N/A	187				
Mortal Kombat II	N/A	187				
Mr. Nutz	N/A	187				
Muhammad Ali Heavyweight Boxing	N/A	188				
Mutant League Football	N/A	189				
Mutant League Hockey	N/A	189				
Mystic Defender	N/A	189				
NBA Jam Tournament Edition	FNBA02SMC	192				

Game Title	Game-ID	Pg	C	I	B	S
NBA Live 95	N/A	193				
NBA Live 96	N/A	193				
NBA Live 97	N/A	193				
NBA Showdown '94	N/A	194				
Newman-Haas IndyCar Featuring Nigel Mansell	N/A	195				
NFL Sports Talk Football '93 Starring Joe Montana	FJOE04SMC	198				
NHL 95	N/A	199				
NHL 96	N/A	199				
NHL 97	N/A	200				
NHL Hockey '94	N/A	199				
NHLPA Hockey '93	N/A	202				
Normy's Beach Babe-O-Rama	N/A	204				
Olympic Gold	N/A	205				
OutRun	N/A	209				
OutRun 2019	N/A	209				
Pac-Mania	N/A	211				
Pebble Beach Golf Links	N/A	213				
Pete Sampras Tennis	N/A	215				
PGA European Tour	N/A	215				
PGA Tour Golf II	N/A	216				
PGA Tour Golf III	N/A	216				
Phantasy Star II	N/A	217				
Phantasy Star IV: The End of the Millennium	N/A	218				
Phantom 2040	FPHA02SMC	219				
Pink Goes to Hollywood	N/A	219				
Pitfall: The Mayan Adventure	N/A	221				
Power Drive	N/A	222				
Predator 2	N/A	223				
Primal Rage	FPRI07SMC	224				
Prince of Persia	N/A	225				
Psycho Pinball	T-120086-50	227				
Puggsy	N/A	227				
Quackshot Starring Donald Duck	N/A	230				
R.B.I. Baseball '94	N/A	231				
Radical Rex	N/A	232				
Rambo III	N/A	233				
Ranger-X	N/A	234				
Red Zone	N/A	235				
Rings of Power	N/A	238				
Rise of the Robots	N/A	238				
Road Rash	N/A	240				
Road Rash 3: Tour De Force	N/A	240				
Road Rash II	N/A	240				
RoboCop Versus The Terminator	FROB07SMC	241				
Rock n' Roll Racing	FROC01SMC	242				
Rocket Knight Adventures	FROC06SMC	242				

Game Title	Game-ID	Pg	C	I	B	S
Rolling Thunder 2	N/A	243				
Rolo to the Rescue	N/A	243				
Rugby World Cup 1995	N/A	245				
Samurai Shodown	FSAM01SMC	247				
Saturday Night Slam Masters	N/A	247				
SeaQuest DSV	N/A	248				
Sensible Soccer	N/A	249				
Shadow Dancer: The Secret of Shinobi	N/A	250				
Shadow of the Beast	N/A	250				
Shaq Fu	N/A	251				
Shining Force	N/A	252				
Shining Force II	N/A	252				
Shinobi III: Return of the Ninja Master	N/A	254				
Skeleton Krew	N/A	257				
Skitchin'	N/A	257				
Smash T.V.	N/A	283				
Sonic 3D: Flickies' Island	N/A	262				
Sonic Classics	FSON16SMC	369				
Sonic the Hedgehog	N/A	262				
Sonic the Hedgehog 2	N/A	263				
Sonic the Hedgehog Spinball	FSON05SMC	263				
Space Harrier II	N/A	264				
Sparkster: Rocket Knight Adventures 2	N/A	265				
Speedball 2: Brutal Deluxe	N/A	265				
Spider-Man	N/A	266				
Spider-Man and the X-Men in Arcade's Revenge	FARC08SMC	267				
Spider-Man and Venom: Maximum Carnage	FMAX01SMC	267				
Spider-Man vs. The Kingpin	N/A	267				
Splatterhouse 2	N/A	268				
Spot Goes to Hollywood	FSPO01SMC	269				
Stargate	N/A	270				
Street Fighter II': Special Champion Edition	FSTR10SMC	272				
Street Racer	N/A	272				
Streets of Rage	N/A	275				
Streets of Rage 2	N/A	275				
Streets of Rage 3	FSTR02SMC	275				
Strider	N/A	276				
Strider II	FSTR11SMC	276				
Striker	N/A	276				
Sub-Terrania	FSUB01SMC	277				
Sunset Riders	N/A	277				
Super Baseball 2020	N/A	278				
Super Hang-On	N/A	279				
Super Hydlide	N/A	281				
Super Kick Off	N/A	281				
Super Monaco GP	N/A	281				

Game Title	Game-ID	Pg	C	I	B	S
Super Real Basketball	N/A	213				
Super Street Fighter II: The New Challengers	N/A	284				
Super Thunder Blade	N/A	285				
Superman: The Man of Steel	N/A	285				
Sword of Vermilion	N/A	286				
Sylvester and Tweety in Cagey Capers	N/A	287				
Syndicate	N/A	287				
T2: The Arcade Game	N/A	288				
TaleSpin	N/A	289				
Taz in Escape from Mars	N/A	290				
Taz-Mania	N/A	290				
Teenage Mutant Ninja Turtles: The Hyperstone Heist	N/A	294				
Teenage Mutant Ninja Turtles: Tournament Fighters	N/A	294				
Terminator 2: Judgment Day	N/A	288				
The Addams Family	N/A	14				
The Adventures of Batman & Robin	FBAT15SMC	15				
The Adventures of Mighty Max	N/A	15				
The Aquatic Games Starring James Pond and The Aquabats	N/A	21				
The Chaos Engine	N/A	57				
The Death and Return of Superman	FDEA06SMC	77				
The Disney Collection	N/A	358				
The Duel: Test Drive II	N/A	89				
The Flintstones	N/A	111				
The Incredible Crash Dummies	N/A	137				
The Incredible Hulk	N/A	138				
The Jungle Book	FJUN01SMC	150				
The Lawnmower Man	FLAW00SMC	161				
The Legend of Galahad	N/A	161				
The Lion King	FLIO00SMC	164				
The Lost Vikings	N/A	165				
The Misadventures of Flink	N/A	110				
The Ooze	FTHE18SMC	206				
The Ottifants	N/A	207				
The Pagemaster	N/A	211				
The Pirates of Dark Water	N/A	220				
The Punisher	N/A	228				
The Ren & Stimpy Show Presents Stimpy's Invention	N/A	235				
The Revenge of Shinobi	N/A	236				
The Second Samurai	N/A	248				
The Simpsons: Bart vs. the Space Mutants	N/A	256				
The Simpsons: Bart's Nightmare	N/A	257				
The Smurfs	N/A	259				
The Steel Empire	N/A	271				
The Terminator	N/A	295				
Thunder Force II	N/A	296				
Thunder Force IV	N/A	297				

Game Title	Game-ID	Pg	C	I	B	S
Tintin in Tibet	N/A	299				
Tiny Toon Adventures: ACME All-Stars	T-95146-50	300				
Tiny Toon Adventures: Buster's Hidden Treasure	N/A	300				
ToeJam & Earl	N/A	301				
ToeJam & Earl in Panic on Funkotron	N/A	302				
Toki: Going Ape Spit	N/A	302				
Tony La Russa Baseball	N/A	303				
Total Football	N/A	304				
Toughman Contest	N/A	304				
Toy Story	FTOY01SMC	305				
Toys	N/A	305				
True Lies	N/A	309				
Truxton	N/A	309				
Turbo OutRun	N/A	309				
Two Crude Dudes	N/A	311				
Two Tribes: Populous II	FPOP02SMC	311				
Urban Strike	N/A	315				
Vectorman	FVEC00SMC	317				
Virtua Fighter 2	N/A	319				
Virtua Racing	N/A	319				
Virtual Bart	FVIR01SMC	320				
Virtual Pinball	N/A	321				
Warlock	N/A	323				
Where in Time is Carmen Sandiego?	N/A	327				
Will Harvey Presents The Immortal	E158SMXI	137				
Winter Olympics	N/A	329				
Wiz 'n' Liz	N/A	330				
Wolverine: Adamantium Rage	FWOL04SMC	330				
Wonder Boy III: Monster Lair	N/A	331				
Wonder Boy in Monster World	N/A	331				
World Class Leader Board	N/A	332				
World Cup Soccer	N/A	332				
World Cup USA 94	N/A	333				
World of Illusion Starring Mickey Mouse and Donald Duck	N/A	334				
Worms	N/A	336				
Wrestle War	N/A	336				
WWF Raw	N/A	336				
WWF Royal Rumble	N/A	337				
WWF Super WrestleMania	N/A	337				
WWF WrestleMania: The Arcade Game	N/A	337				
X-Men	N/A	338				
X-Men 2: Clone Wars	FXME02SMC	338				
Xenon 2: Megablast	N/A	339				
Zero the Kamikaze Squirrel	FZER02SMC	342				
Zero Tolerance	N/A	343				
Zombies Ate My Neighbors	FZOM01SMC	343				

JP Mega Drive LIST

The first list is made up of games released in Japan (JP). One interesting feature of Japanese cartidges is a inclusion of a cartridge "lock", which prevents the cartridge from being removed when the system turns on. A plastic piece from the system is slid across to a gap on the left hand side of a Japanese cartridge, securing it in place when the power switch is moved. This locking mechanism is only present in Japanese Model 1 Mega Drives and is absent in all western models.

Game Title	Game-ID	Pg	C	I	B	S
A Ressha de Ikou MD	G-4532	13				
Aa Harimanada	G-4086	13				
Advanced Busterhawk Gley Lancer	T-25123	119				
Advanced Daisenryaku: Deutsch Dengeki Sakusen	G-5505	14				
Aerobiz	T-76083	16				
Aerobiz Supersonic	T-76143	17				
After Burner II	T-17013	17				
Air Buster: Trouble Specialty Raid Unit	T-33013	17				
Air Diver	T-20023	18				
Alex Kidd in the Enchanted Castle	G-4004	18				
Alien Soldier	G-4130	19				
Alien Storm	G-4048	19				
Alisia Dragoon	T-45033	19				
Altered Beast	G-4001	20				
Arcus Odyssey	T-32053	22				
Arnold Palmer Tournament Golf	G-4014	23				
Arrow Flash	G-4039	23				
Art Alive!	G-4069	24				
Art of Fighting	G-4113	24				
Atomic Robo-Kid	T-24013	25				
Atomic Runner	T-13073	25				
Awesome Possum Kicks Dr. Machino's Butt!	T-48153	26				
Ayrton Senna's Super Monaco GP II	G-5514	282				
B.O.B.	EM20019	28				
Bahamut Senki	G-4520	28				
Ball Jacks	T-14163	29				
Batman	T-15043	31				
Batman Forever	T-81223	32				
Batman Returns	G-4092	32				
Battle Golfer Yui	G-4040	33				
Battle Mania Daiginjo	T-23043	33				
Battletoads	G-4074	34				
Beast Wrestler	T-49053	35				
Best of the Best: Championship Karate	T-49143	37				
Bio-Hazard Battle	G-4087	39				
Bishoujo Senshi Sailor Moon	T-16043	40				

Game Title	Game-ID	Pg	C	I	B	S
Blockout	G-4059	41				
Blue Almanac	T-46013	42				
Bonanza Bros.	G-4046	42				
Bulls versus Blazers and the NBA Playoffs	EM20017	48				
Bulls vs Lakers and the NBA Playoffs	EM20012	48				
Burning Force	T-14023	48				
Castle of Illusion Starring Mickey Mouse	G-4042	53				
Castlevania: Bloodlines	T-95043	54				
Champions World Class Soccer	T-81063	56				
Championship Bowling	T-58033	56				
Chase H.Q. II	T-11163	57				
Chi Chi's Pro Challenge Golf	T-73043	59				
Chibi Maruko-chan: Waku Waku Shopping	T-14123	59				
Chiki Chiki Boys	G-4083	59				
Chou Kyuukai Miracle Nine	G-5546	60				
Chuck Rock II: Son of Chuck	T-70063	60				
Columns	G-4035	65				
Columns III: Revenge of Columns	G-4108	65				
Comix Zone	G-4132	66				
Contra: Hard Corps	T-95093	66				
Cool Spot	T-70013	66				
Crack Down	G-4024	67				
Crayon Shin-chan: Arashi o Yobu Enji	T-16033	67				
Cross Fire	T-29023	68				
Crusader of Centy	G-5536	68				
Crüe Ball	EM20005	68				
Curse	T-22013	69				
Cutie Suzuki no Ringside Angel	T-20033	69				
CyberBall	G-4027	70				
Dahna Megami Tanjou	T-64013	72				
Daikoukai Jidai II	T-76163	314				
Dangerous Seed	T-14033	72				
Darius II	T-11083	246				
Darwin 4081	G-4033	73				
David Robinson's Supreme Court	G-4071	74				
Davis Cup Tennis	T-48163	74				
Deadly Moves	T-33033	77				
Desert Strike: Return to the Gulf	EM20010	79				
Devilish: The Next Possession	T-28043	80				
Dick Tracy	G-4044	80				
Dino Land	T-32043	81				
Disney's Aladdin	G-4111	82				
DJ Boy	G-4032	83				
Doraemon: Yume Dorobou to 7 Nin no Gozans	G-4094	84				
Double Dragon II: The Revenge	T-74023	85				
Dragon Ball Z: Buyuu Retsuden	T-133013	86				

Game Title	Game-ID	Pg	C	I	B	S
Dragon Slayer: Eiyuu Densetsu	G-5542	87				
Dragon Slayer: Eiyuu Densetsu II	G-5544	87				
Dragon's Eye Plus: Shanghai III	T-67023	87				
Dragon's Fury	T-18053	88				
Dragon's Revenge	T-48143	88				
Dyna Brothers	T-68033	90				
Dyna Brothers 2	T-68063	91				
Dynamite Duke	G-4038	91				
Dynamite Headdy	G-4117	91				
EA Hockey	EM20002	201				
Ecco the Dolphin	G-4106	93				
Ecco: The Tides of Time	G-4123	93				
El Viento	T-32063	94				
Elemental Master	T-18043	94				
Eliminate Down	T-73033	94				
ESWAT: City Under Siege	G-4029	96				
Eternal Champions	G-4114	96				
Evander Holyfield's 'Real Deal' Boxing	G-4084	97				
Exile	T-49093	98				
F-117 Night Storm	EM20029	99				
F-22 Interceptor: Advanced Tactical Fighter	EM20007	100				
F1 Circus MD	T-71013	101				
Fantasia	G-4061	102				
Fastest 1	T-43023	104				
Fatal Fury	G-4100	104				
Fatal Fury 2	T-146023	104				
Fatal Labyrinth	N/A	105				
Fatal Rewind	EM20021	105				
Ferrari Grand Prix Challenge	T-72023	106				
FIFA International Soccer	EM20030	106				
Fighting Masters	T-24063	108				
Final Zone	T-32013	108				
Fire Mustang	T-11123	108				
Fire Shark	T-40013	109				
Flashback	T-15083	110				
Foreman for Real	T-81233	111				
Forgotten Worlds	G-4016	111				
From TV Animation Slam Dunk: Kyougou Makkou Taiketsu!	T-133023	258				
Fushigi no Umi no Nadia	T-14083	113				
G-LOC: Air Battle	G-4079	114				
Gaiares	T-49013	114				
Gain Ground	G-4036	115				
Galaxy Force II	T-68013	115				
Gambler Jiko Chuushinha: Katayama Masayuki no Mahjong Doujou	T-45013	115				
Game no Kanzume Otokuyou *(Sega Channel)*	N/A	355				
Gauntlet IV	T-48123	116				

Game Title	Game-ID	Pg	C	I	B	S
Gemfire	T-76063	117				
General Chaos	EM20025	117				
Genghis Khan II: Clan of the Gray Wolf	T-76103	118				
Ghostbusters	G-4030	118				
Ghouls'n Ghosts	G-4013	119				
Go Net	G-4533	120				
Gods	T-85013	121				
Golden Axe	G-4018	121				
Golden Axe II	G-4062	121				
Golden Axe III	G-4093	122				
Gouketsuji Ichizoku	T-144013	122				
Granada	T-32023	123				
GrandSlam: The Tennis Tournament '92	T-49133	144				
Greatest Heavyweights	G-5539	124				
Grind Stormer	T-48173	125				
Growl	T-11153	125				
Gunstar Heroes	G-4103	126				
Gynoug	T-25093	126				
Hard Drivin'	T-48013	127				
Heavy Unit: Mega Drive Special	T-27013	130				
Hellfire	T-25073	131				
Herzog Zwei	T-18023	132				
High Seas Havoc	T-13103	132				
Honoo no Toukyuuji Dodge Danpei	G-4076	133				
Hyokkori Hyoutanjima: Daitouryou wo Mezase!	G-4075	135				
Hyper Dunk: The Playoff Edition	T-95083	86				
Insector X	T-28023	138				
J. League Champion Soccer	T-105013	97				
J. League Pro Striker	G-5526	141				
J. League Pro Striker 2	G-5540	141				
J. League Pro Striker Perfect	G-5532	152				
James 'Buster' Douglas Knockout Boxing	T-11033	142				
James Bond 007: The Duel	T-48073	142				
James Pond II: Codename RoboCod	EM20015	143				
Janou Touryuumon	G-4096	144				
Jantei Monogatari	T-49033	144				
Jewel Master	G-4047	146				
Joe Montana Football	G-4045	147				
Joe Montana II Sports Talk Football	G-4065	147				
John Madden Football '92	EM20001	148				
Jordan vs Bird	EM20022	149				
Judge Dredd	T-81203	149				
Junction	T-22023	149				
Jungle Strike	EM20020	151				
Jurassic Park	G-4109	151				
Justice League Task Force	T-81213	152				

Game Title	Game-ID	Pg	C	I	B	S
Ka-Ge-Ki	T-28013	153				
Kid Chameleon	G-4070	154				
Kidou Keisatsu Patlabor: 98-Shiki Kidou Seyo!	T-16013	155				
King of the Monsters	G-4104	155				
King Salmon	T-28053	157				
Kishi Densetsu	T-46033	157				
Klax	T-14063	158				
Kyuukai Douchuuki	T-14103	158				
Landstalker: The Treasures of King Nole	G-5517	159				
Langrisser	T-25103	325				
Langrisser II	T-25143	160				
Last Battle	G-4012	160				
Lemmings	T-15063	161				
Lethal Enforcers	T-95073	163				
LHX Attack Chopper	EM20016	163				
Light Crusader	G-5545	164				
Lord Monarch: Tokoton Sentou Densetsu	G-5534	165				
M.U.S.H.A.	T-35013	167				
Madden NFL '94	EM20026	167				
Madou Monogatari I	T-66023	169				
Magical Hat no Buttobi Turbo! Daibouken	G-4041	78				
Magical Taruruto-kun	G-4068	170				
Mahjong Cop Ryuu: Hakurou no Yabou	G-4015	170				
Mamono Hunter Youko: Dai 7 no Keishou	T-25053	170				
Marble Madness	T-48113	171				
Marvel Land	T-14093	173				
Master of Monsters	T-63013	173				
Master of Weapon	T-11063	174				
Maten no Soumetsu	T-46023	174				
Mazin Saga: Mutant Fighter	G-4078	175				
McDonald's Treasure Land Adventure	G-4102	175				
Mega Lo Mania	T-68053	176				
Mega Man: The Wily Wars	T-12053	176				
Megapanel	T-14073	177				
Mercs	G-4051	179				
Metal Fangs	T-60033	179				
Michael Jackson's Moonwalker	G-4028	179				
Mickey Mania: The Timeless Adventures of Mickey Mouse	G-4131	180				
Midnight Resistance	T-13043	182				
MiG-29 Fighter Pilot	T-48133	182				
Monster World IV	G-5519	186				
Mortal Kombat	T-81013	186				
Mortal Kombat II	T-81093	187				
Mutant League Football	EM20018	189				
Mystic Defender	G-4017	189				
Mystical Fighter	T-11143	190				

Game Title	Game-ID	Pg	C	I	B	S
Naisu-kun Mini	N/A	201				
Nakajima Satoru Kanshuu F1 Grand Prix	T-72013	99				
Nakajima Satoru Kanshuu F1 Super License	T-72033	99				
NBA Jam	T-81033	192				
NBA Jam Tournament Edition	T-81143	192				
NBA Showdown '94	EM20028	194				
Nekketsu Kouko Dodgeball Bu: Soccer Hen MD	T-74033	195				
New 3D Golf Simulation: Devil's Course	G-5527	80				
New 3D Golf Simulation: Harukanaru Augusta	T-114033	128				
New 3D Golf Simulation: Waialae no Kiseki	G-5529	322				
Newman-Haas IndyCar Featuring Nigel Mansell	T-81123	195				
NFL Football '94 Starring Joe Montana	G-5535	196				
NFL Quarterback Club	T-81153	197				
NHK Taiga Drama: Taiheiki	G-5511	288				
Nikkan Sports Pro Yakyuu VAN	G-4522	198				
Ninja Burai Densetsu	G-4524	203				
Nobunaga no Yabou: Bushou Fuuunroku	T-76013	203				
Nobunaga no Yabou: Haouden	T-76153	204				
Nobunaga's Ambition	T-76133	204				
Olympic Gold	G-4081	205				
Operation Europe: Path to Victory 1939-45	T-76113	206				
Osaka Bank My Line	N/A	208				
Osomatsu-kun Hachamecha Gekijou	G-4005	207				
OutRun	G-4052	209				
OutRun 2019	T-44033	209				
OutRunners	G-4119	209				
P.T.O.: Pacific Theater of Operations	T-76073	210				
Pachinko Kuunyan	T-73013	211				
Panorama Cotton	T-15103	212				
Paperboy	T-48043	212				
Party Quiz Mega Q	G-4107	213				
Pebble Beach Golf Links	G-5525	213				
Pepenga Pengo	G-4133	214				
PGA Tour Golf II	EM20009	216				
Phantasy Star	G-4534	217				
Phantasy Star II	G-5501	217				
Phantasy Star III: Generations of Doom	G-5503	217				
Phantasy Star IV: The End of the Millennium	G-5524	218				
Phelios	T-14013	219				
Pit-Fighter	T-48033	220				
Populous	G-4057	221				
Power Monger	EM20011	222				
Powerball	T-14043	222				
Pro Striker Final Stage	G-5547	226				
Pro Yakyuu Super League '91	G-4529	228				
Psy-O-Blade	T-26013	226				

Game Title	Game-ID	Pg	C	I	B	S
Pulseman	G-4098	227				
Puyo Puyo	G-4082	86				
Puyo Puyo Tsuu	T-66013	229				
Puzzle & Action: Ichidant-R	G-4128	229				
Puzzle & Action: Tant-R	G-4118	229				
Quackshot Starring Donald Duck	G-4054	230				
Quad Challenge	T-14113	230				
R.B.I. Baseball 4	T-48063	232				
Raiden Trad	T-22043	233				
Rainbow Islands Extra	T-11073	233				
Rambo III	G-4010	233				
Rampart	T-48053	234				
Ranger-X	G-4097	234				
Ransei no Hasha	T-20053	234				
Rastan Saga II	T-11043	235				
Rent A Hero	G-5508	236				
Risky Woods	EM20006	239				
Ristar	G-4126	239				
Road Blasters	T-48023	241				
Road Rash	EM20003	240				
Road Rash II	EM20014	240				
RoboCop Versus The Terminator	T-70043	241				
Rocket Knight Adventures	T-95063	242				
Rolling Thunder 2	T-14133	243				
Rolo to the Rescue	EM20008	243				
Romance of the Three Kingdoms II	T-76023	245				
Romance of the Three Kingdoms III: Dragon of Destiny	T-76093	245				
Saint Sword	T-11133	246				
Samurai Shodown	G-4127	247				
Sangokushi Retsuden: Ransei no Eiyuutachi	G-5504	247				
Sansan	T-147013	280				
Sega Game Toshokan	G-4503	280				
Shadow Blasters	T-26023	249				
Shadow Dancer: The Secret of Shinobi	G-4043	250				
Shadow of the Beast	T-60023	250				
Shikinjoh	T-15053	252				
Shining Force	G-5512	252				
Shining Force II	G-5521	252				
Shining in the Darkness	G-5506	254				
Shinobi III: Return of the Ninja Master	G-4085	254				
Shogi no Hoshi	T-67013	254				
Shove It! ...The Warehouse Game	T-25023	255				
Shura no Mon	G-4073	256				
Side Pocket	T-13083	256				
Slap Fight MD	T-48093	258				
Slaughter Sport	T-44013	258				

Game Title	Game-ID	Pg	C	I	B	S
Snow Bros.	T-48083	261				
Socket	T-23033	261				
Sonic & Knuckles	G-4124	262				
Sonic the Hedgehog	G-4049	262				
Sonic the Hedgehog 2	G-4088	263				
Sonic the Hedgehog 3	G-5531	263				
Sonic the Hedgehog Spinball	G-4112	263				
Sorcerer's Kingdom	T-25113	264				
Sorcerian	G-4504	264				
Space Harrier II	G-4002	264				
Space Invaders 90	T-11053	265				
Sparkster: Rocket Knight Adventures 2	T-95103	265				
Speedball 2: Brutal Deluxe	T-68023	265				
Spider-Man and Venom: Maximum Carnage	T-81256	267				
Spider-Man vs. The Kingpin	G-4058	267				
Splatterhouse 2	T-14143	268				
Splatterhouse 3	T-14153	268				
Star Cruiser	T-25063	269				
Steel Talons	T-48103	271				
Stormlord	T-49113	271				
Street Fighter II': Special Champion Edition	T-12033	272				
Street Smart	T-24083	272				
Streets of Rage	G-4050	275				
Streets of Rage 2	G-4091	275				
Streets of Rage 3	G-4116	275				
Strider	G-4037	276				
Sumisei Home Tanmatsu	N/A	284				
Super Baseball 2020	EM20027	278				
Super Daisenryaku	G-4501	279				
Super Fantasy Zone	T-15023	279				
Super Hang-On	G-4011	279				
Super Hydlide	T-20013	281				
Super League	G-4006	303				
Super Monaco GP	G-4026	281				
Super Real Basketball	G-4021	213				
Super Street Fighter II: The New Challengers	T-12043	284				
Super Thunder Blade	G-4003	285				
Super Volley Ball	T-30013	285				
Surging Aura	G-5522	286				
Sword of Sodan	G-4056	286				
Sword of Vermilion	G-5502	286				
Syd of Valis	T-49103	287				
T2: The Arcade Game	T-81023	288				
Taikou Risshiden	T-76123	289				
Target Earth	T-25013	289				
Task Force Harrier EX	T-24053	290				

Game Title	Game-ID	Pg	C	I	B	S
Taz-Mania	G-4089	290				
Team USA Basketball	EM20004	291				
Tecmo Super Bowl	T-36023	292				
Tecmo Super Bowl II: Special Edition	T-36043	292				
Tecmo Super NBA Basketball	T-36033	293				
Tecmo World Cup '92	T-44023	294				
Teenage Mutant Ninja Turtles: The Hyperstone Heist	T-95013	294				
Teenage Mutant Ninja Turtles: Tournament Fighters	T-95053	294				
Tel-Tel Mahjong	T-15033	298				
Tel-Tel Stadium	T-15013	298				
Tetris	G-4007	295				
The Flintstones	T-11173	111				
The Great Circus Mystery Starring Mickey & Minnie	T-12063	124				
The Hybrid Front	G-5541	135				
The Lion King	T-70083	164				
The NewZealand Story	T-11013	196				
The Ooze	G-4134	206				
The Revenge of Shinobi	G-4019	236				
The Steel Empire	T-28033	271				
The Story of Thor: A Successor of the Light	G-5543	37				
Thunder Force II	T-18013	296				
Thunder Force III	T-18033	296				
Thunder Force IV	T-18063	297				
Thunder Fox	T-11113	297				
Thunder Pro Wrestling Retsuden	T-43013	297				
Todd's Adventures in Slime World	T-49123	301				
ToeJam & Earl	G-4066	301				
Toki: Going Ape Spit	G-4064	302				
Tom and Jerry: Frantic Antics	T-166013	302				
Top Pro Golf	T-73023	304				
Tougi Ou King Colossus	G-5513	155				
Traysia	T-49073	307				
Trouble Shooter	T-23013	308				
True Lies	T-81163	309				
Truxton	G-4020	309				
Turbo OutRun	G-4053	309				
Twin Cobra	T-24033	310				
Twin Hawk	G-4034	310				
Twinkle Tale	T-61013	311				
Two Crude Dudes	T-13063	311				
Uchuu Senkan Gomora	T-42023	40				
Ultimate Qix	T-11103	313				
Ultraman	T-16023	313				
Uncharted Waters	T-76053	314				
Undeadline	T-74013	314				
Valis III	T-49023	316				

Game Title	Game-ID	Pg	C	I	B	S
Valis: The Fantasm Soldier	T-49083	316				
Vapor Trail: Hyper Offence Formation	T-49043	316				
Verytex	T-20043	318				
Virtua Racing	G-7001	319				
Virtual Bart	T-81103	320				
Vixen 357	T-25133	321				
Wani Wani World	T-33023	322				
Wardner	T-58013	323				
Warrior of Rome	T-22033	324				
Warrior of Rome II	T-22063	325				
Whip Rush	G-4031	327				
Will Harvey Presents The Immortal	EM20023	137				
Wimbledon Championship Tennis	G-4110	329				
Winter Olympics	G-4115	329				
Wonder Boy III: Monster Lair	G-4025	331				
Wonder Boy in Monster World	G-5509	331				
Wonder Library	RG-ED1	331				
Wonder MIDI	N/A	333				
World Cup Soccer	G-4009	332				
World of Illusion Starring Mickey Mouse and Donald Duck	G-4080	334				
Wrestle War	G-4055	336				
WWF Raw	N/A	336				
WWF Royal Rumble	T-81043	337				
XDR	T-41013	339				
Ys III: Wanderers from Ys	T-49063	340				
YuYu Hakusho: Gaiden	G-5523	340				
YuYu Hakusho: Makyo Toitsusen	G-4122	341				
Zan: Yasha Enbukyoku	T-32033	342				
Zero Wing	T-40023	343				
Zoom!	G-4023	344				

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BR Mega Drive LIST

This list is made up of games released in Brazil.

The Sega Mega Drive debuted in Brazil in the winter of 1990. Like the Sega Master System, distribution was handled by Tectoy, who not only sold Sega's products, but also made their own revisions of the console. Brazil's love of cartridge-based Mega Drives lasted well into the 21st century, with the last console landing in 2006.

Game Title	Game-ID	Pg	C	I	B	S
6-Pak	052020	357				
After Burner II	N/A	17				
Alex Kidd in the Enchanted Castle	N/A	18				
Alien 3	N/A	18				
Alien Storm	N/A	19				
Alisia Dragoon	N/A	19				
Altered Beast	042520	20				
Andre Agassi Tennis	043300	20				
Animaniacs	048350	21				
Ariel the Little Mermaid	043030	23				
Arnold Palmer Tournament Golf	N/A	23				
Arrow Flash	N/A	23				
Art Alive!	N/A	24				
Astérix and the Great Rescue	046180	24				
Ayrton Senna's Super Monaco GP II	045010	282				
Back to the Future Part III	043040	28				
Ballz 3D	046650	29				
Barney's Hide & Seek Game	N/A	30				
Batman Forever	047150	32				
Batman Returns	N/A	32				
Battle Squadron	N/A	34				
Battletoads	043260	34				
Beavis and Butt-Head	046670	36				
Blockout	N/A	41				
Body Count	044800	42				
Bonanza Bros.	N/A	42				
Bonkers	048050	83				
Boogerman: A Pick and Flick Adventure	047110	43				
Bubsy II	046610	46				
Buck Rogers: Countdown to Doomsday	N/A	47				
Budokan: The Martial Spirit	N/A	47				
Bugs Bunny in Double Trouble	051050	47				
Burning Force	N/A	48				
California Games	N/A	51				
Captain America and the Avengers	044560	53				
Captain Planet and the Planeteers	042550	53				

Game Title	Game-ID	Pg	C	I	B	S
Castle of Illusion Starring Mickey Mouse	043060	53				
Chakan	044030	54				
Champions World Class Soccer	048260	56				
Chiki Chiki Boys	044250	59				
Chuck Rock	044190	60				
ClayFighter	N/A	61				
Columns	N/A	65				
Comix Zone	046780	66				
Crack Down	N/A	67				
Cross Fire	N/A	68				
Crüe Ball	042500	68				
Cutthroat Island	051010	70				
CyberBall	N/A	70				
Cyborg Justice	044400	71				
Darius II	N/A	246				
Dark Castle	N/A	73				
David Robinson's Supreme Court	N/A	74				
Decap Attack	N/A	78				
Demolition Man	N/A	79				
Desert Demolition Starring Road Runner and Wile E. Coyote	048100	79				
Desert Strike: Return to the Gulf	N/A	79				
Dick Tracy	N/A	80				
Dinosaurs for Hire	044580	82				
Disney's Aladdin	046170	82				
Donald in Maui Mallard	047230	83				
Double Dragon 3: The Rosetta Stone	N/A	85				
Dragon: The Bruce Lee Story	N/A	88				
Duke Nukem 3D	052050	89				
Dynamite Headdy	046520	91				
Earthworm Jim	047080	92				
Earthworm Jim 2	047170	92				
Ecco the Dolphin	044360	93				
Ecco: The Tides of Time	046470	93				
ESWAT: City Under Siege	N/A	96				
Eternal Champions	047010	96				
Evander Holyfield's 'Real Deal' Boxing	046710	97				
Ex-Mutants	044240	97				
Exo Squad	048180	98				
F-117 Night Storm	N/A	99				
F-15 Strike Eagle II	048090	100				
F-22 Interceptor: Advanced Tactical Fighter	N/A	100				
Fantasia	N/A	102				
Fatal Fury	045110	104				
Fever Pitch Soccer	046860	129				
FIFA 97: Gold Edition	051130	107				
FIFA International Soccer	N/A	106				

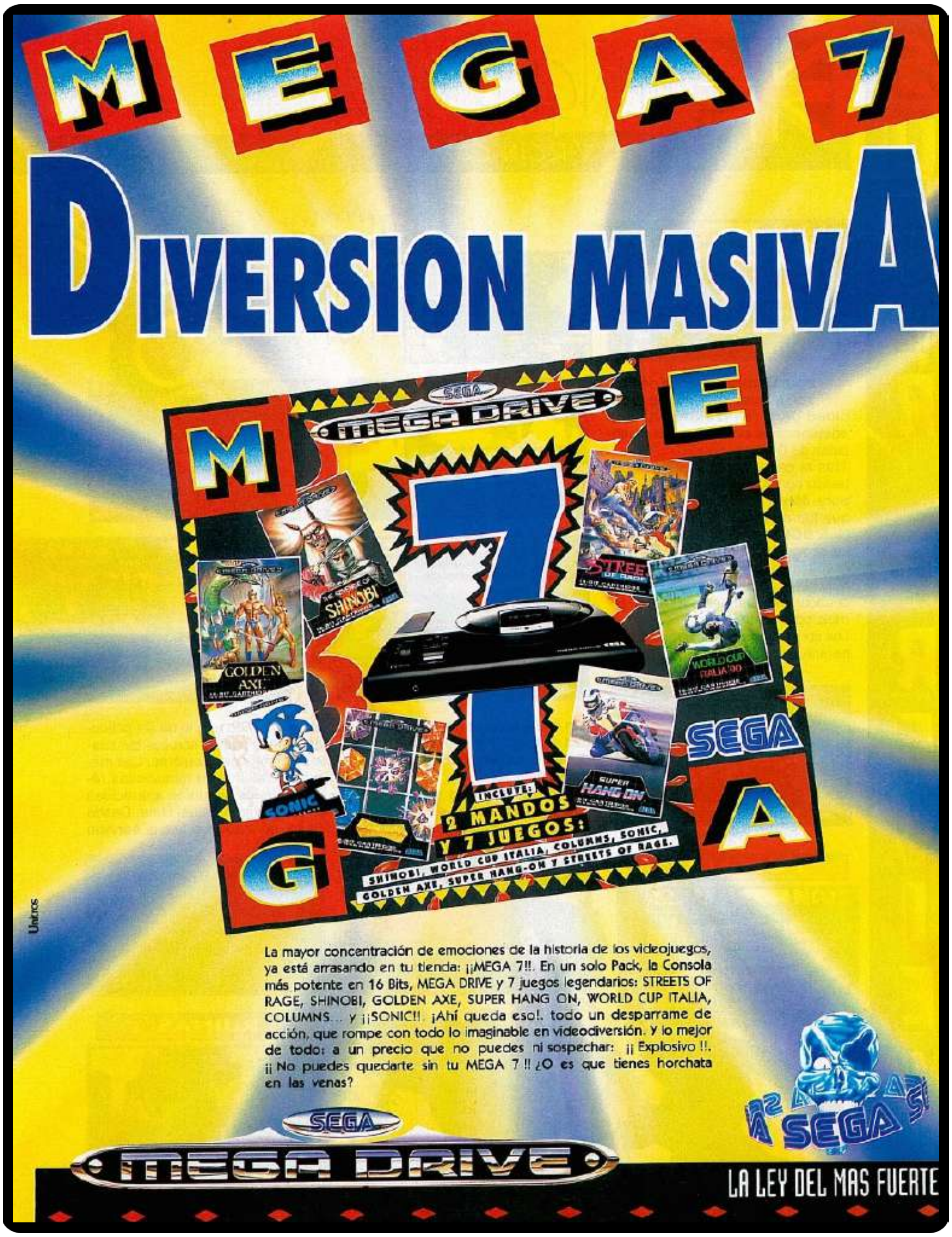
Game Title	Game-ID	Pg	C	I	B	S
FIFA Soccer 95	046460	107				
FIFA Soccer 96	046940	107				
Final Zone	N/A	108				
Flashback	045070	110				
Flicky	N/A	110				
Forgotten Worlds	N/A	111				
Férias Frustradas do Pica-Pau	048160	105				
Galaxy Force II	N/A	115				
Garfield: Caught in the Act	046990	116				
Gargoyles	047200	116				
General Chaos	044660	117				
Ghostbusters	N/A	118				
Ghouls'n Ghosts	N/A	119				
Golden Axe	N/A	121				
Golden Axe II	N/A	121				
Granada	N/A	123				
Greatest Heavyweights	N/A	124				
Greendog: The Beached Surfer Dude!	N/A	125				
Gunstar Heroes	044780	126				
Gynoug	N/A	126				
Hard Drivin'	N/A	127				
Haunting Starring Polterguy	046060	129				
Hellfire	N/A	131				
Home Alone	N/A	133				
Home Alone 2: Lost in New York	N/A	133				
IMG International Tour Tennis	N/A	137				
Indiana Jones and the Last Crusade	044230	138				
Insector X	N/A	138				
Instruments of Chaos Starring Young Indiana Jones	N/A	139				
International Superstar Soccer Deluxe	N/A	140				
James Bond 007: The Duel	043320	142				
James Pond 3: Operation Starfish	N/A	143				
James Pond II: Codename RoboCod	N/A	143				
James Pond: Underwater Agent	N/A	142				
Joe & Mac	044960	147				
Joe Montana II Sports Talk Football	N/A	147				
John Madden Football	N/A	148				
Judge Dredd	N/A	149				
Jungle Strike	N/A	151				
Jurassic Park	046040	151				
Jurassic Park: Rampage Edition	046570	151				
Justice League Task Force	048240	152				
Klax	N/A	158				
Landstalker: The Treasures of King Nole	046140	159				
Last Battle	N/A	160				
Madden NFL '95	N/A	168				

Game Title	Game-ID	Pg	C	I	B	S
Mario Andretti Racing	N/A	171				
Marko's Magic Football	046630	172				
Marsupilami	051060	172				
McDonald's Treasure Land Adventure	044810	175				
Mega Bomberman	048130	175				
Mega Games 10	052040	368				
Menacer 6-Game Cartridge	044380	177				
Mercs	N/A	179				
Michael Jackson's Moonwalker	N/A	179				
Mick & Mack as the Global Gladiators	044370	119				
Midway Presents Arcade's Greatest Hits	042790	328				
MiG-29 Fighter Pilot	N/A	182				
Mighty Morphin Power Rangers	046660	183				
Mighty Morphin Power Rangers: The Movie	046880	184				
Mortal Kombat	047030	186				
Mortal Kombat 3	050010	187				
Mortal Kombat II	047070	187				
Mutant League Football	044530	189				
Mutant League Hockey	046320	189				
Mystic Defender	N/A	189				
NBA Action '94	046090	191				
NBA Hang Time	051160	192				
NBA Jam	046330	192				
NBA Live 95	046900	193				
NBA Live 96	051030	193				
NBA Live 97	051150	193				
Newman-Haas IndyCar Featuring Nigel Mansell	048250	195				
NFL '95	N/A	196				
NFL Football '94 Starring Joe Montana	046150	196				
Nightmare Circus	051070	202				
Olympic Gold	043160	205				
Olympic Summer Games	051080	205				
OutRun	N/A	209				
Paperboy 2	044470	212				
Pebble Beach Golf Links	N/A	213				
Phantasy Star II	048170	217				
Phantasy Star III: Generations of Doom	048220	217				
Phantom 2040	046870	219				
Pink Goes to Hollywood	044830	219				
Pinocchio	051100	82				
Pitfall: The Mayan Adventure	048310	221				
Pocahontas	051090	221				
Populous	N/A	221				
Power Drive	048200	222				
Power Monger	044390	222				
Primal Rage	047130	224				

Game Title	Game-ID	Pg	C	I	B	S
Quackshot Starring Donald Duck	N/A	230				
Raiden Trad	N/A	233				
Rambo III	N/A	233				
Ranger-X	044510	234				
Risky Woods	044430	239				
Ristar	046550	239				
Road Rash	N/A	240				
Road Rash 3: Tour De Force	046850	240				
Road Rash II	N/A	240				
Rolo to the Rescue	042770	243				
Scooby-Doo Mystery	051040	248				
Sega Top Five	048320	369				
Shadow Dancer: The Secret of Shinobi	N/A	250				
Shadow of the Beast	N/A	250				
Shining Force II	046510	252				
Shining in the Darkness	041260	254				
Shinobi III: Return of the Ninja Master	044440	254				
Show do Milhão	053010	255				
Show do Milhão Volume 2	053020	255				
Skeleton Krew	051120	257				
Skitchin'	N/A	257				
Sonic & Knuckles	047090	262				
Sonic 3D: Flickies' Island	048300	262				
Sonic Classics	042780	369				
Sonic the Hedgehog	N/A	262				
Sonic the Hedgehog 2	044130	263				
Sonic the Hedgehog 3	046190	263				
Sonic the Hedgehog Spinball	044600	263				
Space Invaders 90	N/A	265				
Spider-Man	046740	266				
Spider-Man vs. The Kingpin	N/A	267				
Sport Games	042800	369				
Spot Goes to Hollywood	048270	269				
Star Trek: Deep Space Nine: Crossroads of Time	N/A	269				
Star Trek: The Next Generation: Echoes from the Past	N/A	270				
Stargate	N/A	270				
Street Fighter II': Special Champion Edition	047020	272				
Street Racer	N/A	272				
Streets of Rage	N/A	275				
Streets of Rage 2	046010	275				
Streets of Rage 3	047060	275				
Strider	N/A	276				
Sub-Terrania	046560	277				
Super Hang-On	042360	279				
Super Kick Off	043330	281				
Super League	N/A	303				

Game Title	Game-ID	Pg	C	I	B	S
Super Monaco GP	043210	281				
Super Street Fighter II: The New Challengers	049010	284				
Super Thunder Blade	N/A	285				
Super Volley Ball	041160	285				
Sword of Sodan	N/A	286				
T2: The Arcade Game	044220	288				
Taz-Mania	043180	290				
TechnoClash	044750	291				
Teenage Mutant Ninja Turtles: The Hyperstone Heist	045060	294				
The Adventures of Batman & Robin	046390	15				
The Aquatic Games Starring James Pond and The Aquabats	042730	21				
The Great Circus Mystery Starring Mickey & Minnie	046810	124				
The Jungle Book	046580	150				
The Legend of Galahad	N/A	161				
The Lost World: Jurassic Park	N/A	165				
The Ooze	N/A	206				
The Ren & Stimpy Show Presents Stimpy's Invention	N/A	235				
The Revenge of Shinobi	N/A	236				
The Simpsons: Bart vs. the Space Mutants	N/A	256				
The Simpsons: Bart's Nightmare	044570	257				
The Smurfs	048190	259				
Thunder Force II	N/A	296				
Thunder Force III	N/A	296				
Tiny Toon Adventures: ACME All-Stars	048340	300				
Tiny Toon Adventures: Buster's Hidden Treasure	044540	300				
ToeJam & Earl	N/A	301				
ToeJam & Earl in Panic on Funkotron	N/A	302				
Toki: Going Ape Spit	N/A	302				
Toy Story	050020	305				
Truxton	N/A	309				
Turma da Mônica na Terra dos Monstros	044870	310				
Twin Cobra	N/A	310				
Ultimate Mortal Kombat 3	047240	312				
Ultimate Qix	N/A	313				
Vectorman	046930	317				
Vectorman 2	048280	318				
Venom - Spider-Man: Separation Anxiety	047180	318				
Virtua Fighter 2	052010	319				
Virtua Racing	047040	319				
VR Troopers	046950	321				
Wacky Worlds	048080	322				
Warlock	046760	323				
Wayne Gretzky and the NHLPA All-Stars	046960	325				
Where in the World is Carmen Sandiego?	046690	327				
Where in Time is Carmen Sandiego?	046820	327				
Will Harvey Presents The Immortal	N/A	137				

Game Title	Game-ID	Pg	C	I	B	S
Wimbledon Championship Tennis	044670	329				
Wolverine: Adamantium Rage	046730	330				
World Class Leader Board	N/A	332				
World Cup Soccer	N/A	332				
World Cup USA 94	045080	333				
World Heroes	N/A	334				
World of Illusion Starring Mickey Mouse and Donald Duck	N/A	334				
World Series Baseball	N/A	334				
WWF WrestleMania: The Arcade Game	047190	337				
X-Men	044210	338				
X-Men 2: Clone Wars	N/A	338				
YuYu Hakusho: Makyo Toitsusen	048380	341				
Zany Golf	N/A	342				
Zero Tolerance	N/A	343				
Zoom!	N/A	344				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MEGA
SEGA
MEGA DRIVE
7
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Y 7 JUEGOS:
SHINOBI, WORLD CUP ITALIA, COLUMNS, SONIC,
GOLDEN AXE, SUPER HANG-ON Y STREETS OF RAGE.
SEGA
SEGA
MEGA DRIVE
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La mayor concentración de emociones de la historia de los videojuegos, ya está arrasando en tu tienda: ¡¡MEGA 7!!. En un solo Pack, la Consola más potente en 16 Bits, MEGA DRIVE y 7 juegos legendarios: STREETS OF RAGE, SHINOBI, GOLDEN AXE, SUPER HANG ON, WORLD CUP ITALIA, COLUMNS... y ¡¡SONIC!!. ¡Ahí queda eso!. todo un desparrame de acción, que rompe con todo lo imaginable en videodiversión. Y lo mejor de todo: a un precio que no puedes ni sospechar: ¡¡ Explosivo !!. ¡¡ No puedes quedarte sin tu MEGA 7 !! ¿O es que tienes horchata en las venas?

AS Mega Drive LIST

This list is made up of games released in Asian Countries. The list is set alfabetical for two kind of releases, first, games released in Korea, then games of Asian releases.

During the late 1980s and early 1990s, it was almost illegal for Japanese companies to market their products in South Korea, as such, games released there was distributed through Samsung to get their product onto market.

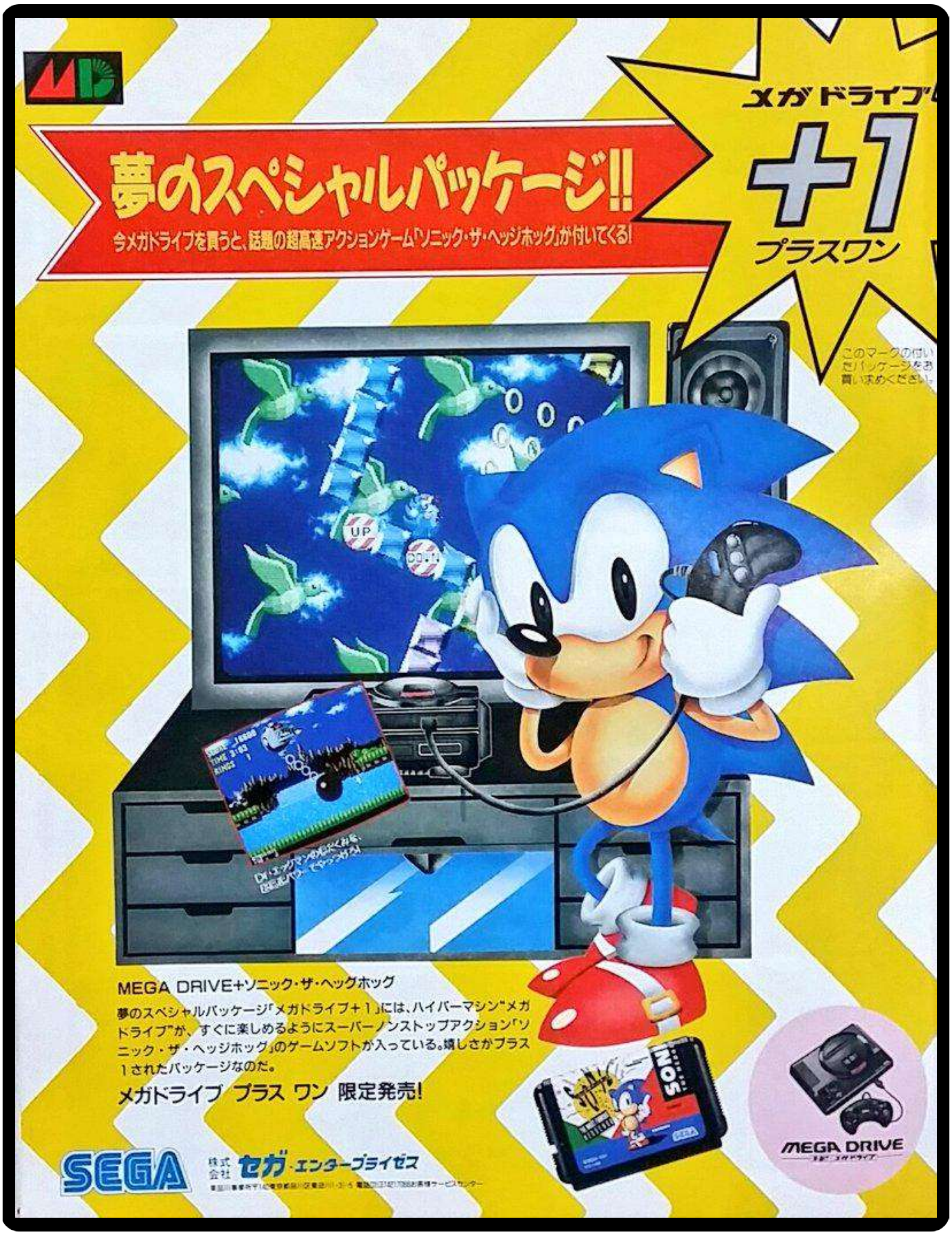
Game Title (Korea)	Game-ID	Pg	C	I	B	S
Advanced Busterhawk Gley Lancer	GM8050JT	119				
Alex Kidd in the Enchanted Castle	GM2021KS	18				
Altered Beast	GM4002JG	20				
Ariel the Little Mermaid	GM93026JG	23				
Arrow Flash	GM4019JG	23				
Art of Fighting	GM93037JG	24				
Battle Mania Daiginjo	GM93047JT	33				
Best of the Best: Championship Karate	GM8084JT	37				
Bio-Hazard Battle	GM8069JG	39				
Bonanza Bros.	GM4045JG	42				
Cadash	GM4034JT	50				
Chiki Chiki Boys	GM8077JG	59				
Columns III: Revenge of Columns	GM93046JG	65				
Contra: Hard Corps	GM94017JT	66				
Cool Spot	GM93031JT	66				
Crusader of Centy	GM94024JG	68				
Dahna Megami Tanjou	GM8031JT	72				
Darwin 4081	GM4029JG	73				
Deadly Moves	GM8072JT	77				
Decap Attack	GM4043JG	78				
Desert Strike: Return to the Gulf	GM8083JT	79				
Devilish: The Next Possession	GM4046JT	80				
Doraemon: Yume Dorobou to 7 Nin no Gozans	GM4088JG	84				
Dr. Robotnik's Mean Bean Machine	GM93040JG	86				
Dyna Brothers	GM8051JT	90				
Ecco the Dolphin	GM8091JG	93				
Eliminate Down	GM93025JT	94				
Eternal Champions	GM93041JG	96				
Fatal Fury	GM1293JT	104				
Fatal Fury 2	GM94004JT	104				
FIFA International Soccer	GM94015JT	106				
FIFA Soccer 95	GM95003JT	107				
Fighting Masters	GM4026JT	108				
Generations Lost	HIC-95002	117				
Ghostbusters	GM4062JG	118				
Ghouls'n Ghosts	GM5008JM	119				
Golden Axe	GM4005JG	121				

Game Title	Game-ID	Pg	C	I	B	S
Golden Axe II	GM4024JG	121				
Golden Axe III	GM8087JG	122				
Growl	GM4016JT	125				
Gunstar Heroes	GM94008JG	126				
Hyper Dunk: The Playoff Edition	GM94003JT	86				
Insector X	GM4001HG	138				
James Pond II: Codename RoboCod	GM4104JT	143				
Jungle Strike	GM93043JT	151				
Jurassic Park: Rampage Edition	GM94019JG	151				
Kid Chameleon	GM8036JG	154				
King of the Monsters	GM93024JT	155				
Landstalker: The Treasures of King Nole	GM1668JG	159				
Langrisser	GM4056JT	325				
Last Battle	GM4039JG	160				
Lemmings	GM8037JT	161				
LHX Attack Chopper	GM8103JT	163				
Light Crusader	GM95004JG	164				
Mazin Saga: Mutant Fighter	GM8078JG	175				
Mega Bomberman	GM94020JT	175				
Mickey Mania: The Timeless Adventures of Mickey Mouse	GM95005JT	180				
Mutant League Football	GM93034JT	189				
Mystic Defender	GM4022KS	189				
NBA Live 95	GM95002JT	193				
Nekketsu Kouko Dodgeball Bu: Soccer Hen MD	GM4049JT	195				
Olympic Gold	GM4058JG	205				
Phantasy Star II	GM6066JG	217				
Phantasy Star III: Generations of Doom	GM6067JG	217				
Phantasy Star IV: The End of the Millennium	GM93042JG	218				
Pit-Fighter	GM8033JT	220				
Power Monger	GM8105JT	222				
Quackshot Starring Donald Duck	GM4023JG	230				
R.B.I. Baseball '94	N/A	231				
R.B.I. Baseball 4	GM8081JG	232				
Rambo III	GM4007JG	233				
Rampart	GM4080JT	234				
Ranger-X	GM8098JG	234				
Red Zone	HIC-95001	235				
Risky Woods	GM8086JT	239				
Ristar	GM95001JG	239				
RoboCop Versus The Terminator	GM94009JT	241				
Rocket Knight Adventures	GM93028JT	242				
Shining Force	N/A	252				
Shining Force II	GM93044JG	252				
Shinobi III: Return of the Ninja Master	GM8075JG	254				
Shura no Mon	GM8059JG	256				
Slap Fight MD	GM8100JT	258				

Game Title	Game-ID	Pg	C	I	B	S
Snow Bros.	GM8097JT	261				
Socket	GM94001JT	261				
Sonic & Knuckles	GM94021JG	262				
Sonic 3D: Flickies' Island	GM96001JG	262				
Sonic the Hedgehog	GM4015JG	262				
Sonic the Hedgehog 3	GM93050JG	263				
Space Harrier II	GM4003JG	264				
Sparkster: Rocket Knight Adventures 2	GM94016JT	265				
Spider-Man vs. The Kingpin	N/A	267				
Splatterhouse 3	GM1690JT	268				
Steel Talons	GM4101JT	271				
Street Fighter II': Special Champion Edition	GM93038JT	272				
Streets of Rage	GM4040JG	275				
Streets of Rage 2	GM1676JG	275				
Streets of Rage 3	GM94005JG	275				
Strider	GM8060JG	276				
Super Real Basketball	GM4042JG	213				
Super Street Fighter II: The New Challengers	GM94014JT	284				
Super Thunder Blade	GM4006JG	285				
TaleSpin	GM93027JG	289				
Teenage Mutant Ninja Turtles: The Hyperstone Heist	GM8082JT	294				
Teenage Mutant Ninja Turtles: Tournament Fighters	GM93036JT	294				
The Lion King	GM95006JT	164				
The NewZealand Story	GM4063JT	196				
The Revenge of Shinobi	GM4004JG	236				
The Story of Thor: A Successor of the Light	GM94023JG	37				
Thunder Force II	GM4010JG	296				
Thunder Force III	GM4061JT	296				
Thunder Force IV	GM8055JT	297				
Tiny Toon Adventures: ACME All-Stars	GM94018JT	300				
Tiny Toon Adventures: Buster's Hidden Treasure	GM8092JT	300				
ToeJam & Earl	GM8027JG	301				
ToeJam & Earl in Panic on Funkotron	GM93048JG	302				
Toki: Going Ape Spit	GM4025JG	302				
Tom and Jerry: Frantic Antics	GM94022JT	302				
Truxton	GM4001JG	309				
Ultraman	GM4096JT	313				
Uzu Keobukseon	GM4054KS	315				
Virtua Fighter 2	GM96002JG	319				
Virtua Racing	GM94002JG	319				
Wani Wani World	GM4030JT	322				
Wonder Boy III: Monster Lair	GM4044JG	331				
Wonder Boy in Monster World	GM8017JG	331				
World Cup USA 94	GM94012JG	333				
World Heroes	GM94008JG	334				
World of Illusion Starring Mickey Mouse and Donald Duck	GM8074JG	334				

Game Title (Asia)	Game-ID	Pg	C	I	B	S
6-Pak	G-4116	357				
Ariel the Little Mermaid	G-4093	23				
Batman Returns	G-4085	32				
Battletoads	G-4078	34				
Captain Planet and the Planeteers	N/A	53				
Chiki Chiki Boys	N/A	59				
Columns	N/A	65				
Cyborg Justice	N/A	71				
David Robinson's Supreme Court	N/A	74				
Disney's Aladdin	N/A	82				
Dr. Robotnik's Mean Bean Machine	N/A	86				
Ecco the Dolphin	N/A	93				
Eternal Champions	N/A	96				
Evander Holyfield's 'Real Deal' Boxing	N/A	97				
Fatal Fury	N/A	104				
FIFA Soccer 96	N/A	107				
G-LOC: Air Battle	N/A	114				
Golden Axe III	N/A	122				
Greatest Heavyweights	N/A	124				
Greendog: The Beached Surfer Dude!	N/A	125				
Instruments of Chaos Starring Young Indiana Jones	N/A	139				
Jurassic Park	N/A	151				
King of the Monsters	N/A	155				
Mazin Saga: Mutant Fighter	N/A	175				
Mega Bomberman	N/A	175				
Mega Games 10	N/A	368				
Mega Games 2	N/A	366				
Mega Games 3	N/A	367				
Mega Games I	N/A	366				
OutRun 2019	N/A	209				
Quackshot Starring Donald Duck	N/A	230				
Rocket Knight Adventures	N/A	242				
Shadowrun	N/A	251				
Shining Force	N/A	252				
Shinobi III: Return of the Ninja Master	N/A	254				
Side Pocket	N/A	256				
Sonic & Knuckles	757901	262				
Sonic the Hedgehog 2	1845-40	263				
Sonic the Hedgehog 3	1551	263				
Sonic the Hedgehog Spinball	1537	263				
Street Fighter II': Special Champion Edition	1531-11	272				
Streets of Rage 2	1352	275				
Streets of Rage 3	1229	275				
Sub-Terrania	1145	277				
Super Street Fighter II: The New Challengers	1120-40	284				
TaleSpin	1098	289				

Game Title	Game-ID	Pg	C	I	B	S
Taz-Mania	1090-11	290				
Teenage Mutant Ninja Turtles: Tournament Fighters	1083-40	294				
The Adventures of Batman & Robin	1079	15				
The Ottifants	1070-40	207				
ToeJam & Earl in Panic on Funkotron	1056-40	302				
Ultimate Soccer	1054-40	313				
Virtua Fighter 2	1051-40	319				
Virtua Racing	1048	319				
World Cup USA 94	1045-40	333				
World Heroes	1042-40	334				
World of Illusion Starring Mickey Mouse and Donald Duck	1031-40	334				
Yuu Yuu Hakusho Gaiden	G-5523	340				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